UNOFFICIAL
MASS
EFFECT
D6
TABLETOP RPG

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I would like to thank BioWare, EA and all people involved in the Mass Effect franchise for the marvelous work on creating the Mass Effect Universe and great source of inspiration. I would also like to thank WestEndGames for an easy to understand and flexible mechanic on which this game runs. Many thanks to the guys at Bozark.com for making the first D6 Mass Effect Tabletop that inspired me to do my own Mass Effect game.
Thanks to MassEffectWiki and all Mass Effect fans for your support and feedback.

I do not claim the rights to any of the Copyrighted names or concepts within this document, they are properties of Bioware, EA, WestEndGames and their respective owners. This is a fan made, unofficial and noncommercial Mass Effect Tabletop Role Playing Game.

It may be helpful to download the D6 space or the WEG Star Wars D6 rules, especially for space combat, this book differs somewhat from those standard D6 rules. This document will help you to GM and play in the MASS EFFECT setting.

Always check for updates at masseffectd6.blogspot.com

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# Basics

## Character Creation

**1 Make a concept of the character.** Choose a species, name, look and background of your character. Talk with your GM about the character to make it more plausible and in tune with the Mass Effect experience he or she has prepared for You.

**2 Choose a species.**
When choosing a species, be mindful of the advantages and disadvantages of some xenos. If you are not familiar with Mass Effect it is advised to play as a human. If you would like to familiarize yourself with the Mass Effect playable species go to page 9.

**3 Distribute the Attribute Dice according to your species.**
Every species has a different amount of Attribute Dice to distribute. There are 6 main attributes and the Biotic attribute (which is only used if you wish to use biotic talents).

***Dexterity*:** A measure of how physically articulate your character is, including his eye-hand coordination and agility.
***Strength*:** Measure of your character's physical power and ability to resist damage.
***Mechanical*:** Your character's prowess at operating mechanical equipment like vehicles, shields, starships, and sensors.
***Knowledge*:** Measure of your character's overall intelligence, "common sense" and academic knowledge.
***Perception*:** Your character's awareness of himself and things around him, including the ability to interact with others.
***Technical*:** Your character's ability to manipulate, repair, and modify technology.
**Biotic:** If You wish to be a BIOTIC remember to put at least 1D into the BIOTIC attribute (with a maximum of 2D except the Asari), and remember to install the Biotic Implant (p.77) and optionally the Wetwire Port if you wish to use biotic amps later in the game (p.77). When installing any cybernetics (p.75), remember to mark how many upgrade points you've used up (you may use up to 30 upgrade points before the danger of becoming a synthetic).
Players wishing to play Biotic character have to ask GM for permission since it may drastically alter the balance of a group. Asari and Drell do not need biotic implants to use biotics, all other races must have the implants installed. Check "Cybernetics and Cloning" (page 75) chapter for more information and rules on biotic implants.

The attributes have maximum and minimum values. Sometimes the attribute may have a +1 or +2 value after the D, which means that you add that number to every roll when rolling that attribute or skill. To have an attribute at +1 or +2 you have to "break" a die (1D) into 3 "pips" (one pip is +1) and distribute it among your attributes. *(You don't have to do that but sometimes you will want to have a maxed-out attribute).*

**Example:** You've distributed most of your attribute dice, but you have four dice left to put in *Perception* and *Technical.* You could put 1D in *Perception* and 3D in *Technical,* or 1D+2 in *Perception* and 2D+1 in *Technical,* or other combination.

**4 Choose your skills and assign 21 skill points among those skills.**
Skills are more specific applications of an attribute. For example, the skill *ranged combat* is a more specific use of your character's *Dexterity*. Characters learn them through instruction or experience. Skills are areas of expertise that are not necessarily common to every living creature. Some creatures simply don't have the capacity to learn certain skills. All skills beneath a given attribute begin without any skill points. To highlight skills in which the character has trained or has some experience, add skill points. When

creating your character you have to choose trained skills for each attribute.
Choose trained skills (p.20) for each attribute and distribute 21 skill points among them. The maximum number of skill points you can add to any skill is 6.
The number of trained skills under each attribute is equal to number of dice and pips on this particular attribute plus number of dice and pips on your knowledge attribute.

It is important to separate pips of attribute from skill points in a particular skill for the purpose of clarity when calculating the cost of improving skills later.

***Optional Rule:*** *If you choose to play as characters at level of Sheppard in the first Mass Effect it is advised to distribute 60 points with a limit of 9 skill points on skills and 6 points in talents (remember that you still need to meet all the prerequisites for the talents).*

**Example:** Your Dexterity is 3D+1 and your Knowledge is 2D +2, meaning that you can put 6 trained skills under Dexterity (3D+1 and 2D+2 is 6D in total). And 5 trained skills under Knowledge (2D+2 and 2D+2 is 5D+1).

***Optional: You may choose 1 or 2 specializations.***
You can also specialize in skills. Specializations reflect a greater familiarity in a particular area covered by a base skill.
One skill point equals two specialization skill points.
You don't need to have any extra skill points in the base skill in order to take a specialization in that skill, but when you give your character specializations in that manner, they are treated as separate skills.
You can only specialize in skills which you have chosen during character creation and your character may only have 2 specializations.
You roll the specialization's die code only when you use the specific item or knowledge reflected by the specialization. Otherwise, you roll the base skill (or attribute if you didn't put additional dice in the full skill).
The maximum number of skill points the character may start with in any specialization is 9.

**Example:** If your character's *Technical* is 3D and her *demolitions* skill is 3D+2, you could give her a *demolitions specialization vehicles* of +1 (which means that, when she's attempting to blow up planetary vehicle, she rolls 3D+2+1).

***Optional:*** *You may choose advanced skills. Those skills require a specific basic skill at +6. The skills are: Advanced Weapons Repair, AI, Cybernetics, Energy Weapons and Medicine.*
If there is an "A" listed in front of a skill name on the skill list (page 20), it's an advanced skill." Advanced skills demand years of disciplined study to master and cannot be attempted unless a character has the skill. A character may learn an advanced skill when he meets the prerequisite skill required. The advanced skills require VI for AI; Electronic Devices for Cybernetics, Ranged for Energy Weapons, First Aid for Medicine and Weapons Repair for Advanced Weapons Repair.

### 5 Fill out your Derived Stats and unique race abilities.

**Unique Abilities** are unusual talents and abilities that you get, those are defined by the species you choose to play.
The **derived stats** are very important and are influenced by your skills and unique race abilities.
**Move:** Basic move equals (mostly) 10 meters per round for average humanoid. If you want your move to be greater you have to spend 1D of attribute dice for 1 point of move.
**Ranged Defense Value:** Ranged Defense Value equals: three times number of dice on *Dexterity* attribute, plus any pips, plus skill points in Dodge skill.
**Melee Defense Value:** Melee Defense Value equals three times number of dice on Strength attribute plus any pips plus skill points in Melee skill.
**Brawling Defense Value:** equals three times number of dice in Strength attribute plus any pips plus skill points on Brawling skill.
**Vehicle Defense Value:** equals three times number of dice on Mechanical attribute plus any pips plus skill points on Rover Operation skill.
**Starship Defense Value:** equals three times number of dice in Mechanical attribute plus any pips plus skill points in Pilot skill.
**Damage Resistance:** equals the number before D in Strength plus and any armor character is wearing plus any bonuses from talents.
**Brawling/Melee Damage:** Strength plus Lift skill divided by 2.
**Initiative:** Initiative determines when a character can act in combat. The Initiative number is equal to the Perception attribute multiplied by 3 plus any pips. It can be further modified by:
+1 for each 1D in the Dexterity attribute
+1 for every 6 skill points in the Search skill
+1 for every 6 skill points in the Tactics skill
**Hit Points:** equal 3 times Strength +20
**Credits:** All characters start with a base of 3D x 250 credits. Use the table below to adjust this number of additional credits.
+1D for 4D in Knowledge attribute
+1D for every 3 points in Business skill
+1D for every 3 points in Gambling skill
+1D for every 3 points in Value skill

### 6 If you meet requirements for any Talent, you get it for free at character creation.

It is unusual for a character to have talents at character creation, but sometimes it is possible to meet the requirements. In that case you get the talent at no cost.
The talents you get at character creation are at rank 0, but you may choose to spend some of the 21 points that are meant for skills to boost your Biotic talents. The cost is the same as by skills 1 point per +1 in a talent. You can only put points into Biotic talents, the Tech and Combat Talents are skill based.
At character creation you can choose Talents based on these factors:
**Biotic Talents:** 1 Power per "D" in Biotic Attribute and you have to meet the prerequisites.
**Combat Talents:** choose any Power you have the prerequisites (if a Character has *ranged: shotguns* +18 and *ranged: pistols* +18 they can choose the Combat Talents *Carnage* and *Marksman*).
**Tech Talents:** similar to Combat Talents, Tech Talents are chosen based on whether you meet the requirements to take a Talent (a character with any 3 Tech skills at +9 and *ranged weapons repair* +9 may choose the Tech Talents *Electronics* and *Sabotage*)

### 6 Choose Paragon/Renegade Points.

Decide whether you want your character to start the game with 4 Paragon Points, 4 Renegade Points or 2 of each. This Mass Effect Tabletop Game does not deal with the idea of "good" and "evil" but of being brutal or gentle in various situations. It's also about being selfish or selfless. If you're playing a morally good person who helps the locals fight off a Geth attack for no reward or personal gain, you could be awarded with a Paragon Point for your efforts. If your

character is greedy and selfish and demands payment after saving the locals, you could be given a Renegade Point by the GM. The paragon and renegade point's will, beside of showing the nature of the individual, give him a mechanical bonus.
Given for selfish or selfless actions and good or evil actions. Spent on +15 in Con, Persuasion, Command and Intimidation tests. They can be also spent on a +3 bonus to any roll.

### 7 Buy Equipment.
Players with starting characters may buy their equipment with the credits they get during character creation. The GM may allow additional equipment after consulting the player; for example if the player wishes to have a freighter which costs a couple of million credits the GM and the player should agree on the terms and a story behind it. Some basic equipment is explained in the "Equipment" chapter; the GM may allow other additional options.

### 8 Assign Medals
Every character starts with 3 medals. Medals may be used for boosting you roll before trying a difficult task, or after a failed roll to dodge danger or heal 10 Points of wounds or spent on one time +15 bonus to next test.
Medals are awarded for completing challenging tasks or mission objectives. It is up to the GM to figure out how many of those and if any will be given at the end of an adventure or campaign. The Medals are what separates your characters from ordinary people making them great heroes or feared villains. Only player characters may have medals.

# Tests and Basic Mechanics

### Skill, Attribute Checks and Difficulties
In Mass Effect D6 if you want to do something that may present a challenge (according to your GM), you roll an appropriate skill check to see if you succeed. Those checks may involve shooting at an opponent, climbing, trying to find something hidden or persuading a c-sec officer to give you a slip, or any other activity. Normally when you use a skill, roll your attribute dice and add any pips and skill points and compare against a difficulty number. The number is set by your GM and can go from 1 (very easy) to 30 or even above (heroic). Most of the skill checks will be within those boundaries but not all, many combat, hack, speech or talent checks may be against much larger difficulty numbers.

| | |
|---|---|
| Very Easy | 1-5 |
| Easy | 6-10 |
| Moderate | 11-15 |
| Difficult | 16-20 |
| Very Difficult | 21-30 |
| Heroic | 30+ |

**Example:** You are hiding from a c-sec officer who is actively looking for you the GM decides it is moderate difficulty (15). Your Sneak skill is 3D+4, so you roll and get 3, 2 and 4 on your six sided dice, meaning that your total score is 13 (3+2+4+4) and you fail! The c-sec officer finds you! Next you try to talk your way out of this predicament, telling that you are not the one he is looking for. The GM sets the difficulty at heroic (31). Your con is 3D+9 you roll 5, 6 and 6 on your **wild die** (see below) so you reroll the 6 and get 5, so your total score is 31 (5+6+6+5+9). Somehow you talked your way out of it. You get to escape this time.

Sometimes you try to do something to which no specific skill applies. In those cases, you make an attribute check: Roll number of dice of particular attribute. The GM assigns a difficulty or sets up an opposed check when two characters are engaged in a contest using one attribute against another. In some cases, a test of one's attribute doesn't involve luck. Just as you wouldn't make a height check to see who make a height check to see who is taller, you don't make a Strength check to see who is stronger. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, then make opposed Strength checks.

**Example Attribute Checks:**
Forcing open a jammed or locked door Strength
Tying a rope Dexterity
Navigating a maze Perception
Remembering to lock a door Knowledge
Getting yourself noticed in a crowd Perception

### Skill Descriptions
**Time:** How much time it takes to make a check with this skill, if that information hasn't already been covered elsewhere.
**Description:** The skill description tells you what the skill covers and gives a few sample difficulties and modifiers.
**Specializations:** Possible examples of specializations.
**Special:** Any special rules that apply.
**Note:** Things you should be mindful of when using a particular skill.

### How long does it take?
Firing a ranged weapon takes only a split second, but programming a mech or fixing a starship can take hours, sometimes days. So how do you figure out how long it takes to do something? Some skills may only take a round, but require such concentration that the character can do nothing else in the round – first aid, computer use or driving a rover are good examples. Several skills list a range of times, such as "one round to five minutes" or "one round to two hours." GM must estimate how long it takes to complete the task.

### Failed Checks
If you fail a skill or an attribute check, you may retry the roll if your GM allows it. Simply add the difference between the set difficulty and your failed roll and add it to the new difficulty level.

**Example:** If you were rolling for 16 but you rolled 10, add 6 to the difficulty of your next skill check.

The GM may always decide that this penalty for failing a task at the first try is unnecessary and let the player roll again with the same difficulty. That should depend on the intensity of the situation in which the characters find themselves in.

### Wild Die
Whenever any you or GM, makes any roll, one of the dice must be different from the rest (in size or color). Designated as the Wild Die, this odd die represents the vagaries of life (like the direction of the wind affecting the flight of a bullet) that are too small to warrant their own difficulty modifiers.

If you roll a 6 on the Wild Die, it is called a Critical Success and you may add the 6 to your total and roll the Wild Die again. As long as you roll Critical Successes on that die, you may continue to add them to your total and continue to roll. If you roll anything other than a 6, you add that number to the total and stop rolling.

If you roll a 1 on the initial toss of the Wild Die, this is called a Critical Failure. The Critical Failure cancels out the highest roll. Then you add the remaining values, and the roll is

determined normally, but a complication occurs. The GM gauges the significance of the complication by the total generated from a funny, “nearly didn’t do it” result for a high total to a serious, “we have a problem” obstacle for a low total.

When you roll a critical failure when shooting range weapons they overheat, for more information check Equipment chapter.

### Moving

This number (usually 10) represents how many meters your character moves in a round at maximum walking speed in standard (1 g) gravity. Moving at cautious speed you move at a half of your move stat. Running is at the double of your move stat and sprinting is at four times of your move stat.
Moving is a free action with the exception of sprinting. While all actions when you move at cautious and normal speed are at normal difficulty, the actions that you take while running are at +6 to difficulty. Also moving in difficult terrain or for long distances may require an acrobatics skill (dexterity) or stamina (strength) check.

### Using Ranged Combat Skills

Dexterity has several "ranged combat" skills covering weapons that can be used to attack someone from a distance. These skills all work the same way. When a character shoots a ranged weapon, the difficulty number is based on the Defense Value of the target or the distance when shooting objects: the further away a target, the higher the difficulty number. If your skill roll is equal to or greater than the difficulty number, your attack hits. It's not always that simple, sometimes the target is behind a cover or makes a full dodge so the GM has to alter the difficulty accordingly. The "ranged combat" skills include: Artillery, Energy Weapons, Grenades, Heavy Weapons, Ranged, Thrown Weapons and Vehicle Weapons. (Starship Weapons and Capital Ship Weapons are also "ranged combat" skills, but they're covered by Mechanical).

### Using Melee and Brawling Skills

Melee skill covers any type of melee weapons and brawling coves any type of hand-to-hand attacks. When attacking an opponent the character has to roll equal to or higher than the Defense Value of the target to hit. When attacking with weapons it’s the Melee Defense Value and when attacking with bare hands (or claws) it’s the Brawling Defense value. In close combat the targets using melee may parry if they have any actions left in that round. In that case the parrying player has to roll one point above the roll of the attacker to parry. If successful no damage is dealt.

### Actions Per Round and Initiative

At the beginning of the round every player declares how many actions he will be attempting during that particular round. When a player declares more than one action, he gets a negative modifier of -3 per additional action to all actions attempted during that round. The player with the lowest initiative declares first and the player with the highest initiative declares last. After all actions have been declared the player with the highest initiative starts the round. Making his first action followed by the first action of the second player (or opponent) and so on.

**Optional Rule:**
If you want and have the time for it, you may want to check the number of your actions against you initiative score (dividing the initiative by the number of your actions), that way sometimes a player with high enough initiative may attempt more than one action before other players and opponents.

### Using Full Reaction

Full Reaction - character ads 10 to his appropriate defense. However, a character making a full reaction can't do anything else in that round.

### Taking 10

When a character has time and is not rushed and has at least 3D on a governing attribute assigned to the skill he is checking. He may take 10 and instead of rolling and add 10 to his skill number.

## Character Advancement

### Character Points

Players get Character Points for their characters by overcoming obstacles and role-playing. They can use Character Points to improve skills, talents and attributes.
Awarded after every adventure for role-playing.
Spent on character advancement.

### Improving Skills and Attributes

Players whose characters have been through at least one adventure can use Character Points, to learn new skills and improve ones they already possess. Spending Character Points this way may be done only between adventures. In addition to Character Points, the character needs experience with the skill, either through training or by attempting to use the skill (through rolling its die code or its governing attribute’s die code, regardless of the outcome) during an adventure. If the GM decides that there is a significant amount of training involved (such as improving a skill beyond +10), or the character needs to find a suitable teacher, that might become an adventure’s focus. (The teacher must have a skill code higher than the one the potential student currently has.)

### Learning New Skills

The cost of getting a new skill equals five minus the number before the “D” in the governing attributes die code. Final cost cannot be lower than one.

### Improving Skills

The cost to get one skill point in a trained skill equals the number of the skill points the skill will have after improvement.

**Example:** A character has a *dodge* of +5 and wants to increase it. To raise the skill by one skill point to +6, the character must spend six Character Points. To increase the skill to +7 after the next scenario, the character must spend seven Character Points.

### Improving Specializations

The cost of improving an existing specialization by one skill point equals one-half of the skill points the skill will have after improvement (round up).
A character does not need the governing skill to get a specialization in it. However, if he does have one, getting a specialization in it acts as a bonus to the base skill when taking actions of that type, but it does not also improve all uses of the base skill.
**Example:** For a character with +9 in *ranged weapons* to gain a specialization, he needs to spend one Character Point to get a +1 in the specialization. The full *ranged weapons* skill, however, stays at +9.

Specializations that are associated with a full skill do not improve when the base skill improves. A character may improve both of his specializations at the same time, though he cannot improve them at the same time as he's improving the governing skill. Skills and specializations may only be improved by one skill point each in between each adventure.

### Advanced Skills

#### Learning Advanced Skills

The cost of getting a new advanced skill equals five minus the number before the "D" in the governing attributes die code multiplied by two. Final cost cannot be lower than two.

#### Improving Advanced Skills

The cost to get one skill point in an advanced skill equals the number of the skill points the skill will have after improvement multiplied by two.

### Advancing Talents

You can advance talents during game; it costs 5 character points to learn a new talent. You can advance only Biotic Talents, Tech and Combat Talents are skill based! The cost of advancing Biotic talents is the same as advancing skills.

### Advancing Attributes

The attributes you choose for your character usually represent his maximum potential. Most of the time, you'll improve your character's attributes by training in one particular aspect (improving skills), through temporary means (taking drugs), or with implanted equipment. Nonetheless, some freak industrial accident or bio-manipulation experiment might provide you with a reason to improve your character's base attributes.

To boost an attribute by one pip costs 10 times the number before the attribute's "D" in Character Points.

Generally, a single attribute may be raised only one pip per adventure, though it's possible that the effects of the situation influence the character's physical makeup for a while or the GM may decide that the situation was so life-changing that more than one attribute may be boosted by more than one pip. There is an upper limit using this method: Every time an adult character boosts a *Dexterity*, *Strength, Perception Mechanical, Knowledge and Technical* attribute, the player rolls that attribute's new die code and the GM rolls one die less than the maximum die code for the species, including any appropriate Special Abilities. If the GM's roll equals or exceeds the player's roll, the attribute improves. If it does not, the attribute does not improve, the character gets half the Character Points back, and the character has reached her upper limit for that attribute.

### Hit Points

As a character's *Strength* goes up or is altered by Special Abilities, you'll need to change the Hit Points amount. Just multiply the new strength by 3 and add 20 after that add the pips.

| Wound Level | Hit Points Left |
|---|---|
| Lightly Wounded | 99%-66% -3 to All |
| Wounded | 65%-33% -9 to All |
| Severely Wounded | 32%-1% -15 to All |
| Almost Dead | 0 |
| Dead | 0< |

# Species

## Asari

**Attribute Dice: 18D**

| | |
|---|---|
| Dexterity: | 2D/4D |
| Knowledge: | 3D/5D |
| Mechanical: | 2D/4D |
| Perception: | 2D/4D |
| Strength: | 1D/3D |
| Technical: | 2D/4D |
| Move: | 10/12 |

**Unique Characteristics**

***Persuasive:*** *During character creation for every 1 skill point spent in Perception: Persuasion, gains 2 instead (maximum of 6)*
***Biotic Aptitude****: Asari do not require biotic amps to control their Biotic Talents but they may use them.*
***Biotcic Scholars:*** *During character creation asari get 2 instead of 1 biotic talent per 1D put in Biotic Attribute.*
***Joining:*** *Asari have the ability to entwine their nervous system and minds with a partner. While this occurs, the two share sensations and thoughts. With a Difficult Willpower roll the asari can even relive the partners most recent memories. Joining can also be used against an unwilling target. With an opposed Willpower roll versus the targets Willpower skill the asari can implant simple instructions as follows: Simple (defeat your opponents roll by 16 or more), Complex (defeat your opponents roll by 26) and Permanent (defeat your opponents roll by 36+). This is a vile and vicious act and if used too often it will incur the full wrath of the asari people and Citadel Spectres. Using this ability costs 3 Character Points and if used against someone's will awarded with Renegade Points.*

The Asari are native to the planet Thessia. They are often considered the most powerful and respected sentient species in the known galaxy. This is partly due to the fact the asari were the first race after the protheans to achieve interstellar flight, and to discover and inhabit the Citadel. An all-female race (however, see below), the asari are known for their elegance, diplomacy, and biotic talent. Their millennia-long lifespan and unique physiology - allowing them to reproduce with a partner of any gender or species - give them a conservative but convivial attitude toward other races. The asari were instrumental in proposing and founding the Citadel Council, and have been at the heart of galactic society ever since. Because of their long lifespan, asari tend to have a 'long view' not common in other races. When they encounter a new species or situation, the asari are more comfortable with an extended period of passive observation and study than immediate action. They are unfazed that some of their investments or decisions may not pay off for decades or centuries. Matriarchs can seem to make incomprehensible decisions, but their insight is evident when their carefully-laid plans come to fruition. In interstellar relations, this long view manifests in the unspoken policy of centrism. The asari instinctively seek to maintain stable balances of economic, political, and military power. Traditionally asari spread their influence through cultural domination and intellectual superiority. They invite new species of advanced development to join the galactic community, knowing that their ideals and beliefs will inevitably influence the existing culture. The asari tend toward communal, consensus attitudes among themselves too: for example, they prefer to live in shared spaces aboard starships even if there are alternatives available. asari believe that their offspring acquire the best qualities of the 'father' from the melded genes, but evidence is anecdotal. They frown upon interspecies conception, believing that, as genetic traits and cultural insight can be gained from mating outside their species, it is wasteful for asari to reproduce together. The results of such unions are occasionally referred to as 'purebloods', which is a great insult among the asari. It is unknown if this is merely a social convention, or if the added genetic diversity is truly advantageous. Clearly the asari were quite successful when they had no other species to mate with, and returning to the old way does not seem to result in 'inferior' offspring. The asari governmental structure, known as the Asari Republics, is relatively broad; the asari came late to the notion of world government. For centuries, their homeworld of Thessia was dotted with loose confederacies of great republican cities. The closest Earth equivalent would be the ancient Mediterranean city-states. Since the asari culture values consensus and accommodation, there was little impetus to form larger principalities. Rather than hoard resources, the asari bartered freely. Rather than attack one another over differing philosophies, they sought to understand one another. Only in the information age did the city-states grow close; communication over the internet evolved into an 'electronic democracy'.

**Personality:** Asari can live to be over 1,000 years and have three stages to their life: Maiden, Matron, and Matriarch. In the Maiden stage, asari seek to go out and learn as much about the galaxy as they can. Military service is also common in this stage. In the Matron stage, asari seek to mate with interesting partners in order to have daughters of their own. The Matriarch stage grants an Asari great power and influence over other asari as they will defer to the wisdom of the Matriarchs in times of crisis.
**Physical Description:** Typical asari individual has a blue to purple complexion; the gas giant Sharblu was named after a famous asari soprano with a distinctive skin tone that resembled the planet's atmosphere. Some Asari can also have a teal complexion, but this seems to be a rarity. Some asari have facial markings, which are unique color patterns that vary for every asari. Some of these facial markings are associated with eyebrows by humans, but the asari do not think of the markings as such themselves. In the place of head hair, asari possess semi-flexible, cartilage based scalp crests that grow into shape. These structures are rigid, and do not "flop around" as some believe.
**Homeworld:** Thessia
**Religion:** Siari
**Biotics:** Many asari are naturally biotic to some degree.
**Example Names**: Liara T'Soni, Mallene Calis, Nassana, Benezia, Sha'ira.

# Batarians

**Attribute Dice: 18D**

| | |
|---|---|
| Dexterity: | 2D/4D |
| Knowledge: | 2D/4D |
| Mechanical: | 2D/4D |
| Perception: | 2D/4D |
| Strength: | 2D/4D |
| Technical: | 2D/4D |
| Move: | 10/12 |

**Unique Characteristics**

***Merchants:*** *Many batarians tend to be business "people" be it legal or illegal, they are fierce negotiators and tough merchants. During character creation only, all batarians gain 2 skill points instead of 1 when spending them on Perception: Bargain, Con and Persuasion, also Knowledge: Value and Willpower. (maximum of +6)*

***Four-Eye Vision:*** *For batarians it is possible to use their sets of eyes independently, giving them advantage while searching and reacting to abrupt situations. All batarians have a +4 bonus to Search.*

***Racist:*** *Batarians think of themselves as the "better race", so they tend to be arrogant toward other species.*

A race of four-eyed bipeds, the batarians are a disreputable species that chose to isolate itself from the rest of the galaxy. The Terminus Systems are infested with batarian pirate gangs and slaving rings, fueling the stereotype of the batarian thug. It should be noted that these criminals do not represent average citizens, who are forbidden to leave batarian space by their omnipresent and paranoid government. Slavery is an integral part of the batarian caste system, despite being illegal according to Council law. The custom is so deeply ingrained in batarian culture that batarians consider the Council's anti-slavery standing to be prejudicial. Rogue batarian slave rings are feared throughout the galaxy, especially among colonists on remote worlds, which are often raided by batarian slavers. Victims of such raids are usually implanted with control devices in their skulls, a painful operation since the slavers rarely make use of anesthetic. The batarians are also known to enslave addicts of the biotic drug red sand when they can no longer afford to support their habit.

Despite several disagreements with the Citadel and simmering hostility toward humans, most batarians prefer profitable pursuits such as drug running and slave grabs to out-and-out warfare. They have a reputation for being shrewd businessmen and merchants, though in more lawless regions of the galaxy like Omega, negotiations with a Batarian are likely to be conducted at gunpoint. In the early 2160s, humans began to colonize the Skyllian Verge, a region the batarians were already actively settling. The batarians asked the Citadel Council to intervene and declare the Verge an area of "Batarian Interest." When the Council refused, the batarians closed their Citadel embassy and severed diplomatic and economic relations, becoming an inward-looking rogue state. Money and weapons funneled from the batarian government to criminal organizations led to many brutal raids on human colonies in the Verge, culminating in the Skyllian Blitz of 2176, an attack on the human capital of Elysium by batarian funded pirates and slavers. In 2178, the Alliance retaliated with a crushing assault on the moon of Torfan, long used as a staging base by batarian backed criminals. In the aftermath, the batarians retreated into their own systems, and are now rarely seen in Citadel space. Body language is an important part of batarian society. For example, tilting one's head to the left is a sign of admiration and respect. When a batarian tilts his head to the right it is a sign that he is (or considers himself to be) superior to the one that the gesture was directed at. Therefore this gesture can also be interpreted as an insult. The rest of the galaxy views the batarians as an ignorable problem. Their government is still hostile to the Systems Alliance, but beneath the notice of the powerful Council races. It is not known what the average batarian thinks about their enforced isolation, as the Department of Information Control ensures that only government-approved news enters or leaves batarian space. Given the batarian government's oppressive and totalitarian ideals, it is speculated their supreme leadership is one of fascism or absolute monarchy. The batarians blame humanity for their troubles and claim they were forced to fend for themselves, despite the fact that their exile is largely self-imposed. However batarians still provide up-to-date glossaries and linguistic rules to the rest of the galaxy (allegedly so they can continue distributing propaganda). Possibly due to the prevalence of batarian criminal gangs, batarian languages have become *lingua franca* in the Terminus Systems.

**Personality:** Batarians place an extremely high value on social caste and appearance, and overstepping one's place is frowned upon. Casting aspersions on the monetary worth of a social better is considered a serious insult. Batarians strongly believe that species with fewer than four eyes are less intelligent; they often gain the upper hand in interspecies arguments because other races find it difficult to know which eyes to focus on when speaking to them.

**Physical Description**: Batarian faces are covered with short, fine hairs that grow longer and thicker around the mouth. Their most distinctive physical feature is their four eyes, an uncommon trait among other races. Batarians also exhibit different skin tone colors: while most encountered batarians are a dark, brown-red hue with pale facial ridges, at least one, Balak, has what appears to be a black and yellow striped pigmentation with light green facial ridges.

**Homeworld:** Bataria Prime

**Religion:** Little is known about batarian religious beliefs. Treatment of the corpse is considered unimportant, unless the batarian's eyes have been removed by an enemy. It suggested that the batarians' religious beliefs are based on words from sacred texts.

**Biotics:** There are some known batarian biotics who are trained as shock troopers and sentinels.

**Example Names:** Balak, Charn Edan Had'dah Eluam Ran'perah Groto Ib-ba Jath'Amon Jella

# Drell

**Attribute Dice: 17D**

| | |
|---|---|
| Dexterity: | 2D/4D |
| Knowledge: | 2D/4D |
| Mechanical: | 1D/3D |
| Perception: | 2D+2/4D+2 |
| Strength: | 2D+1/4D+1 |
| Technical: | 1D/3D |
| Move: | 11/13 |

### Unique Characteristics

***True Believers:*** *Drell like asari do not need biotic amps to control their Biotic Talents.*
***Low-Light Vision:*** *Drell ignore negative modifiers from darkness but are partially colorblind.*
***Martial Experts:*** *During character creation for every 1 skill point spent in brawling skill a drell gains 2 (maximum of +6), also they have additional +3 to their brawling defense value.*
***Dry Homeworld:*** *Drell do not tolerate high humidity, if the humidity on a planet is higher than 75% they suffer -6 to all tests or have to wear an Environmental Suit or Armor.*
***Technical Weakness:*** *Drell pay twice as much for advancing technological skills.*
***Perfect Memory:*** *The Drell possess perfect memory not only photographic but also smells and sounds. In order to "remember" the go in a kind of trans. For a drell to come out of that trans, the player has to pass a moderate Willpower check.*

Drell are omnivorous reptile-like humanoids with an average lifespan of 85 galactic standard years. Because the drell ancestors emerged from arid, rocky deserts, the humid, ocean-covered hanar homeworld of Kahje proved tolerable only when the drell stayed inside a climate-controlled dome city. The leading cause of death for drell on Kahje is Kepral's Syndrome, caused by cumulative long-term exposure to a humid climate. This syndrome erodes the ability of drell lungs to take in oxygen, and eventually spreads out to other organs. It is noncommunicable, and there is currently no known cure, though leading hanar scientific authorities are working on creating a genetic adaptation.
The drell possess eidetic memory, an adaptation to a world where they must remember the location of every necessary resource (vegetation, drinkable water and prey migration paths) across vast distances. The memories are so strong that an external stimulus can trigger a powerful memory recall. These recalls are so vivid and detailed that some drell may mistake it for reality. Thane Krios, for example, remembers every assassination he has ever performed and can describe them in flawless detail, and says he prefers to spend a lonely night with the perfect memory of another. This process can be involuntary.
The drell ancestors emerged from dry, rocky deserts on the barren world of Rakhana. Eight centuries ago, the already-arid drell homeworld began its swift descent into lifelessness due to disastrous industrial expansion. At the time, the drell lacked interstellar flight capacity, and with their population bursting at 11 billion they faced certain doom. It was around two centuries ago that the hanar made first contact with the drell race. In the following ten years, the hanar would transport a total of 375,000 drell to the hanar homeworld, Kahje. The remaining billions left on Rakhana would perish on their dying planet, warring against each other for diminishing resources. The drell now thrive co-existing with the hanar and have been a part of the galactic civilization for roughly two centuries. The debt of gratitude that the drell owe the hanar is referred to as the Compact, which the drell fulfill by taking on tasks that the hanar find difficult, such as combat. Any drell may refuse to serve, but as being requested to serve is a great honor, few turn down the offer.
Most drell are content to live on Kahje. They are afforded every opportunity to thrive by the hanar, yet some outsiders and even some hanar regard the drell as second class citizens. However it is quite the opposite, they have integrated themselves into every level of hanar society as respected, productive citizens.
Those who leave Kahje tend to be adventurers. These solitary drell travelers often seek out new species elsewhere, and in turn adopt that species' culture. Such drell number in the thousands, and are scattered across the galaxy, tending towards quiet, integrated lives. Some drell grow a close, personal relationship with the hanar. So much so that the hanar will even tell the drell their "Soul Name". Drell have adapted to communication with hanar by getting implants in their eyes to allow them to observe the bioluminescense the hanar use for communication. Drell such as Thane are able to see ultraviolet light as a silvery color, though might lose differentiation between colors at the opposite end of the spectrum, such as the difference between dark red and black.

**Physical Appearance:** Drell appearance is very similar to asari and humans, but their muscle tissue is slightly denser than that of humans, giving them a wiry strength. Many of their more reptilian features are concealed, however one unique characteristic is the hyoid bone in their throats, which allows them to inflate their throats and produce vocal sounds outside of the human range.
**Homeworld:** Kahje (actual homeworld Rakhana)
**Religion:** Most drell are deeply religious, believing that they have souls separate from their bodies. They see death as a departure from the body, and they also state that a person's body and soul form a Whole. When the soul is traumatized or otherwise disrupted, or the body is ill or injured, a person is no longer Whole. They also believe that their body can be directed as a separate entity from themselves, in the case of Thane Krios taking no responsibility for his numerous killings, which were ordered by the hanar. The drell religion is also polytheistic, with the drell having multiple gods whom they pray to in varying situations. This religion included at least three gods: Amonkira, Lord of Hunters; Arashu, Goddess of Motherhood and Protection; and Kalahira, Goddess of Oceans and Afterlife.
**Biotics:** It is unknown how widespread drell biotics are, but drell show a great talent for it.
**Example Names:** Thane Krios, Feron, Ilikah, Kolyat, Quoyle

# Elcor

**Attribute Dice: 18D**

| | |
|---|---|
| Dexterity: | 1D/3D |
| Knowledge: | 2D/4D |
| Mechanical: | 1D/3D |
| Perception: | 2D/4D |
| Strength: | 4D/6D |
| Technical: | 2D/4D |
| Move: | 8/10 |

### Unique Characteristics

***Thick Hide:*** Elcor gain +12 defense to resist fall damage (also against biotic damage).
***Heavy Weapons Only:*** *The elcor use only heavy weapons so for every 1 point put in Heavy Weapons skill they get 2.*
***Story Factors:*** *Monotone Speech:* Because of an elcor's deliberate speech and tendency to explain their emotions they suffer -6 to Knowledge: Intimidate and Perception: Persuasion skill rolls

The elcor are a Citadel species native to the high-gravity world Dekuuna. They are massive creatures, standing on four muscular legs for increased stability. Elcor move slowly, an evolved response to an environment where a fall can be lethal. Elcor speech is heard by most species as a flat, ponderous monotone. Among themselves, scent, extremely slight body movements, and subvocalized infrasound convey shades of meaning that make a human smile seem as subtle as a fireworks display. Since their subtlety can lead to misunderstandings with other species, the elcor often go out of their way to clarify when they are being sarcastic, amused, or angry. Elcor evolved on a high-gravity world, making them slow, but incredibly strong. Their large, heavy bodies are incapable of moving quickly, but they possess a rather imposing stature and immense strength, as well as thick, tough skin. They move using all four limbs to support and balance their massive bodies. Given their method of communication, they likely have highly-attuned olfactory senses and sophisticated scent glands. Like Earth's dinosaurs, prehistoric elcor travelled across Dekuuna in large tribal groups. These groups were likely led by the oldest and most experienced elcor. This may have later developed into the elcor culture of Elders, whose wisdom could keep the tribe safe provided they followed the correct guidance (see below). According to their ambassador, the elcor were just making their first forays into space travel when the asari made contact with them. With their help, the elcor discovered the closest mass relay and, within a single lifetime, had established a regular trade route to the Citadel. The elcor quickly became one of the more prominent species in Citadel space, though they still have to share an embassy with the volus. Elcor usually prefer to stay on their colonies rather than travel in space, which may be why few elcor are seen on the Citadel or on other worlds. Possibly because of their size or evolution in the open air, the elcor find the necessary confines of space travel uncomfortable. Evolving in a high-gravity environment where a fall could be lethal has made elcor psychology deeply cautious and conservative. Their culture is built on small, tight-knit groups, and their conservative nature means the elcor government is extremely stable. The elcor follow the recommendations of their Elders, who spend years poring over ancient records of jurisprudence to determine the precedent that should be followed in any given situation. The Elders record closely argued and minutely detailed instructions on what course to follow in any theoretical crisis. These are filed away in huge libraries of data discs and consulted at need. This makes elcor policies very predictable, provided one has done a great deal of research. The elcor economy is small, only slightly larger than the Alliance's, but extremely well developed. They see no point to rushing things, and are fond of making thorough, century-long development plans. They don't need to trade for any resource - they have all they require to supply their own needs, and trade only in finished goods. Any attempt to embargo their space would be fruitless. Because their slow, conservative psyche is not suitable for making the spur-of-the-moment decisions necessary in combat situations, the elcor rely on sophisticated VI combat systems. These war machines can choose between thousands of gambits developed and polished over centuries by elcor strategists. The slow speed and immense size of the elcor makes them easy targets. Fortunately, their durable hide allows them to shrug off most incoming fire. Elcor warriors don't carry small arms; their broad shoulders serve as a stable platform for the same size of weapons typically mounted on Alliance fighting vehicles.

**Personality:** Elcor are deliberate and conservative.
**Physical Description:** Elcor evolved on a high-gravity world, making them slow, but incredibly strong. Their large, heavy bodies are incapable of moving quickly, but they possess a rather imposing stature and immense strength, as well as thick, tough skin. They move using all four limbs to support and balance their massive bodies. Given their method of communication, they likely have highly-attuned olfactory senses.
**Homeworld:** Dekuuna
**Religion:**
**Biotics:** No mention of the biotic abilities.
**Example Names:** Calyn, Petozi, Xeltan

# Geth

**Attribute Dice: 17D**

| | |
|---|---|
| Dexterity: | 2D/4D |
| Knowledge: | 1D/3D |
| Mechanical: | 2D/4D |
| Perception: | 2D/4D |
| Strength: | 2D/4D |
| Technical: | 2D/4D |
| Move: | 10/12 |

**Unique Characteristics**

**Synthetic:** Geth are immune to poisons, gases, do not eat, drink or sleep and can survive in vacuum. Geth can be modified like the same way you would implant new cybernetics. Geth have a limit of 45 upgrade points and mod slots by installing cybernetic implants and armor mods. 1 upgrade points is equal to 1 mod slot when installing additional mods. Geth can't modify themselves.
**Technology Aptitude:** By character creation geth get 2 points for every 1 point put into Electronic Devices, Search, Security and Synthetics (to a maximum of 6).
**Armor Plated:** Geth have +4 additional Damage Resistance and they can't wear any additional armor.
**Internal Kinetic Barriers:** Geth have 6 points of Kinetic Barriers.
**Shield Boost:** Geth regenerate full Kinetic Barriers every 2 rounds when not receiving damage.
**Ambiguous Morality:** Due to their lack of morality geth can't use Paragon or Renegade points.
**Shunned:** Due to devastation that the geth brought to the galaxy's inhabitants. All Bargain, Con, Command, Persuasion and Streetwise tests attempted by geth are raised by 2 difficulty levels. The GM may also decide in any moment that such a test can't be even attempted.
**Singular Unit:** PCs playing as Geth are individual units that are disconnected form the Geth network or are "drones" send by the geth collective to gather data. Either way the GM and the PC should adjust accordingly.

The geth are reclusive and secretive. This is partly due to their synthetic nature: They have no need to interact with other races because they do not share the same goals, needs or instincts as organic species. As machines, comfort is also not a concern for them, something that is reflected in elements of geth ship and station design. They find it more efficient to live on space stations and draw resources from asteroids.
Geth psychology is completely alien to organics. They do not value individuality, preferring to share all memories and thoughts of all programs. This means geth cannot and do not wish to hide their thoughts, even those that do not follow the norm, with their reasoning for differing thoughts being apparent. More importantly, deceit, manipulation and lying are impossible among the geth. No concepts of vulnerability or privacy exist; geth are completely honest with each other about their thoughts and their reasons for those thoughts. This means there is a great deal of understanding amongst geth, with every geth being part of the consciousness of every other geth. While the geth are incapable of deceit amongst themselves, they are not above using deceit to study organic behavior.
Geth have no government or leaders; the geth use FTL communications to "build a consensus," a completely Consensus Democratic method in which every geth program makes a choice on any matter. Even within Legion itself, consensus must be reached among its many programs before decisions can be made.

**Personality:** Read description above.
**Physical Description:** Physically, the humanoid geth resemble quarians—their hands, head shape and legs are similar—which is probably a holdover from their origins. A common design feature among geth is a single brightly glowing photoreceptor, causing some to refer to them as "flashlight heads". Geth are primarily composed of two materials: a flexible but durable outer shell, and a kind of synthetic muscle tissue. It is actually possible for this synthetic muscle to be grafted to organic. Geth "bleed" a white conductive fluid when shot, but they don't have any internal organs or nervous system, so the geth do not feel hunger or pain. The geth are also seen using omni-tools, and have seemingly modified them to heal synthetic wounds; likewise, some geth facilities contain first-aid kits, implying that their synthetic "tissues" can be repaired using conventional medical technology.
**Homeworld:** Beyond Perseus Veil
**Religion:** None
**Biotics:** No
**Example Names:** Legion

# Hanar

**Attribute Dice: 17D**

| | |
|---|---|
| Dexterity: | 1D/3D |
| Knowledge: | 2D/4D |
| Mechanical: | 2D/4D |
| Perception: | 2D/4D |
| Strength: | 1D/3D |
| Technical: | 2D/4D |
| Move: | 10/12 |

**Unique Characteristics**

***Oceanic:*** *Hanar move twice as fast underwater as on land.*
***Politeness:*** *Being extremely polite Hanar gain a +6 to Perception: Bargain, Perception: Persuasion and Perception: Con skills*
***Poisoned Tentacles:*** *Hanar possess natural poison, it is administered after the victim has been entangled by the tentacles dealing D6 damage per round regardless of armor or characters own damage resistance.*
***Story Factors:*** *Levitation Packs. Hanar cannot support their physical forms and must use mass effect contra-gravitic levitation packs to move around. Without a pack, a Hanar cannot move on land.*

The hanar homeworld, Kahje, has 90% ocean cover and orbits an energetic white star, resulting in a permanent blanket of clouds. Several hundred years ago, the hanar made contact with the drell on their nearby homeworld of Rakhana. Drell society was quickly collapsing due to overpopulation and warring over scarce resources, so the hanar rescued several hundred thousand drell and brought them to Kahje, where they integrated into hanar society with the remaining drell dying out. Now the drell serve as a client race of the hanar, and although to outside observers the relationship can be construed as a form of slavery, the reality is very different. Drell have integrated with every level of hanar society, and most consider it an honor to serve a hanar family in a tradition referred to as the Compact. Many drell become unofficial members of the family, and some even earn the privilege to learn their masters' "soul names".
The hanar communicate using sophisticated patterns of bioluminescence—which other species need machine assistance to translate (though many drell apply genetic modification to their eyes in order to perceive higher frequency flashes which allows them to understand the hanar)—and speak with scrupulous precision and extreme politeness. Most hanar take offense at improper language, and must take special courses to unlearn this tendency if they expect to deal with other species.
The hanar have two names, a "face name" and a "soul name." The face name is used as a general label for use by strangers and acquaintances. The soul name is kept for use among close friends and relations, and tends to be poetic. For example, a hanar known for its cynicism may take a name that means "Illuminates the Folly of the Dancers." That said, hanar are extremely polite, almost to a fault. They never refer to themselves in the first person with someone they know on a face name basis: to do so is considered egotistical. Instead they refer to themselves as "this one," or the impersonal "it." It is only around those who know their soul name that they would ever consider using the first person. Even when flustered or angry, a hanar will still maintain exquisite poise, and will remain formal even with those it wishes dead.
Drell servants usually carry out hanar assassinations, as the hanar are too cumbersome out of the water to participate in a physical fight. Few hanar are willing to deal with other species. Economic contacts are limited to a handful of trade stations on their borders. Due to this self-imposed isolation and the unique physiology of the race, their economy is small and isolated from the rest of the galaxy. Few standard technologies (designed for bipedal and fingered species) are available in their space, and they produce very few goods that are usable by others.
The hanar government is known as the Illuminated Primacy. According to gossip between a salarian and a turian in the Council Chambers, the hanar are considered likely prospects for a Council seat in the near future, though what great deed the hanar did for the Council to warrant consideration is not revealed. Other races sometimes see the hanar as elitist because of their intolerance for "incorrect" speech (and occasionally refer to them derisively as "jellies"). The hanar themselves are known to become vocal if their religious rights appear threatened in any way, which occasionally causes clashes with other Citadel races.

**Personality:** Hanar are known for their intense politeness when speaking, but are actually very secretive about their affairs.
**Physical Appearance:** The hanar "stand" slightly taller than a human, although most of their height is in their long tentacles which have three fingers at the base. The invertebrate, water-native hanar cannot support their own weight in normal gravity. When interacting with mainstream galactic society, they rely on contra-gravitic levitation packs that use mass effect fields. Their limbs can grip tightly, but are not strong enough to lift more than a few hundred grams each. Hanar also possess the ability to secrete natural toxins. It is not known if hanar have more than one gender, or are asexual (as some jellyfish species are). Despite evolving in water, hanar also appear able to breathe air, or use technological means to enable this.
**Homeworld:** Kahje
**Religion:** Due to the presence of Prothean ruins on Kahje, the hanar have developed a religion centered on the ancient species, calling them the "Enkindlers". The hanar practice a religious holiday called Nyahir or "First Cresting Bloom" which lasts a full thirteen days and revolves around celebrating the gift of speech, which they attribute to having come from the Enkindlers. It is a mixture of contemplation and competition, with the faithful engaged in stylized debates, poetry duels, and other traditional hanar art forms.
**Biotics:** No mention of the biotic abilities.
**Example Names:** Opold, Delanynder, Dalaynder, Zymandis

# Humans

**Attribute Dice: 18D**

| | |
|---|---|
| Dexterity: | 2D/4D |
| Knowledge: | 2D/4D |
| Mechanical: | 2D/4D |
| Perception: | 2D/4D |
| Strength: | 2D/4D |
| Technical: | 2D/4D |
| Move: | 10/12 |

### Unique Characteristics

***Adaptability:*** *During character creation, choose any 2 basic skills, for every 1 skill point spent in one of those skills gain 2 instead. (maximum of +6)*

Humans, from the planet Earth, are the newest sentient species of notable size to enter the galactic stage and are the most rapidly expanding and developing. In 2148, human explorers on Mars uncovered a long-ruined prothean observation post, with a surviving data cache that proved protheans had studied Cro-Magnon humans millennia ago. While religions tried to assimilate this discovery into their doctrine, a global rush began to decipher the petabytes of data from the outpost. Discovering information on a mass relay orbiting Pluto, explorers managed to open the Charon Relay and discovered it led to Arcturus. With the help of the fledgling Systems Alliance, humans expanded to other systems, opening any mass relays they could find.

Humans are generally seen to be very intelligent, abnormally ambitious, highly adaptable, individualistic and thus, unpredictable. They have a powerful desire to advance and improve themselves, and do so with such assertion that the normally staid Council races have been taken aback by their restlessness and relentless curiosity. Their economy, while much smaller than any of the Council races, is very powerful relative to their size, and their military prowess is amongst the greatest in the galaxy, despite the fact that only 3% of humans volunteer for the Alliance military, a far smaller proportion than other races. Their ability to defeat the turians in the First Contact War demonstrated graphically the potential of human military strength and is therefore a subject of concern for many races, who fear the consequences of another human-turian conflict.

Humans first came to the attention of the galactic community after a brief but intense conflict with the turians, known by humans as the First Contact War, begun in 2157. The conflict began when the turians attacked a human fleet attempting to activate a dormant mass relay (illegal under Council law) and then occupied the human colony of Shanxi.

Led by Admiral Kastanie Drescher, the Second Fleet then launched a massive counter-attack, which caught the turians by surprise and expelled them from Shanxi. The conflict caught the attention of the Citadel Council, which wasted no time brokering a peace, thus introducing humans to the galactic community. As a consequence of the Alliance's swift and decisive action during the First Contact War, the Alliance became the representative and supranational governing body of humanity. Since then, humans have rapidly risen in prominence.

In 2165, humanity was granted an embassy on the Citadel in recognition of their growing power and influence in the galactic community. The timing of this achievement, less than a decade after first contact, caused some friction with other Citadel races who had waited decades for such recognition.

Humanity continued to expand to unclaimed star systems on the edge of Citadel space, which eventually led to competition with the batarians. When the batarians tried and failed to convince the Council to declare the Skyllian Verge "a zone of batarian interest", they closed their embassy and withdrew from Citadel space. Viewing humans as the cause of their fall from grace, batarians frequently came into conflict with human colonies, especially batarian slavers. Tensions between humans and batarians persist for decades.

Unlike many species in Citadel space, humans have no close allies among the other races, though they are trade partners with the turians and asari. Without alliances or key political positions, humans have had to follow the edicts of the Council without having much influence on their decisions. Human ambassadors finally had their wishes answered when Shepard was admitted into the Spectres, the Council's elite operatives, and even further when they were given a seat on the Council, after either having saved them from the Battle of the Citadel, or having Humanity rebuild the Council when they were lost. However, now that Humanity has a seat on the Council, they are able to influence the Council's rulings, protect their own interests and have a say in the governing of Citadel space.

**Personality:** Due to the diversity of human characters it is very hard to profile Humans with one definite personality.
**Physical Description**: Humans have a fairly robust physiology. Their internal makeup and reproductive processes are typical of most bipedal mammals and their size and proportions give the appearance of being strong, fast and agile. In comparison to the Council races, humans are roughly physically on par with Turians.
**Homeworld:** Earth
**Religion:** Like the Turians, Humans are free to practice whatever religion that suits them.
**Biotics:** After a series of starship accidents in the 2150s which dispersed element zero over populated areas, the first human biotics were born, though their abilities were not recognized right away. By the time these children were teenagers, the Alliance had made contact with the Citadel and learned of the effects of in-utero eezo exposure. A company called Conatix Industries was founded to track down exposed individuals and develop implants for humans. There are rumours that, after the link between eezo and biotics was discovered, some human colonies were deliberately exposed to dust-form element zero to create more biotic children.
**Example Names:** John Sheppard.

# Krogan

**Attribute Dice: 15D**

| | |
|---|---|
| Dexterity: | 1D/3D |
| Knowledge: | 1D/3D |
| Mechanical: | 1D/3D |
| Perception: | 1D/3D |
| Strength: | 4D/6D |
| Technical: | 1D/2D |
| Move: | 10/12 |

**Unique Characteristics**

***War Prone:*** *During character creation for each 1 skill point spent in Strength skill gain 2 points. (maximum of +6).*
***POW:*** *Due to the fact that krogan have a wider point of view they have +3 to Perception: Search and the combat initiative roll.*
***Bruiser:*** *Krogan have a +3 when determining Melee and Brawling Damage.*
***Technological Idiots:*** *Raising Tech Skills for krogan character is twice expensive. Also krogan may only pick half the normal amount of technological skills during the character creation.*
***Genophage:*** *Genophage makes only 1 in 1000 krogan births viable.* ***You were a lucky one!***
***Extraordinary Recuperation:*** *krogan don't need a Rest Period, and may make a Natural Healing Roll every 30 minutes after taking damage.*
***Immunity:*** *Krogan are immune to poison and can't get stunned in course of received wounds.*
***Frenzy:*** *Most krogan tend to be short tempered. While fighting a krogan must make a moderate Willpower (or Knowledge) roll or turn frenzy and fight till all enemies are defeated. Meaning that a frenzied krogan will do anything to defeat all enemies even risk his life or the lives of his companions, just to complete the task. He will do it as last resort but if frenzy he will endanger the lives of anyone just to win the fight.*

The krogan are a species of large reptilian bipeds native to the planet Tuchanka, a world known for its harsh environments, scarce resources, and overabundance of vicious predators. Unfortunately, as krogan society became more technologically advanced so did their weaponry. Four thousand years ago, at the dawn of the krogan nuclear age, battles to claim the small pockets of territory capable of sustaining life escalated into full scale global war. Weapons of mass destruction were unleashed, transforming Tuchanka into a radioactive wasteland. The krogan were reduced to primitive warring clans struggling to survive a nuclear winter of their own creation, a state that continued until they were discovered by the salarians two thousand years later. With the help of the salarians, the krogan were 'uplifted' into galactic society, and lent their numbers and military prowess to bring an end to the Rachni Wars. Unfortunately, after the rachni were eradicated, the rapidly-expanding krogan became a threat to the galaxy in turn, starting the Krogan Rebellions and forcing the Turians to unleash the genophage. This genetic 'infection' all but sterilized the entire krogan species. Unless a cure is found, the krogan will likely die out within a few generations.. Their large shoulder humps store fluids and nutrients, enabling them to survive extended periods without food or water. Biotic individuals are rare, though those who do possess the talent typically have strong abilities. The most amazing physiological feature of Krogan biology is the multiple instances of major organs. These secondary systems are capable of serving as back-ups in the event of damage to the primary biological structures. Krogan also have a secondary nervous system using a neuro-conductive fluid, meaning they are almost impossible to paralyze. Krogan bleed a yellow or orange fluid when shot, which may be this fluid or actual blood. Sheer physical hardiness means an individual Krogan can expect to live for centuries. Since the Genophage, the krogan can no longer afford the casualties of the old horde attacks. The Battle Masters are a match for any ten soldiers of another species. Battle Masters are not 'spit and polish,' but they do believe in being well-armed and equipped, preferably with a gun for each limb. They are callous and brutal, but methodical and disciplined. They use any means at their disposal to achieve their goals, no matter how reprehensible. Hostage-taking and genocide are acceptable means to ensure a quiet occupation with few krogan casualties. Biotics are rare among the krogan, especially since the practice of surgically creating krogan biotics has been discontinued. Those that exist are viewed with suspicion and fear. The krogan see this aura of fear as a useful quality for an officer, and often promote them. Combat drones and other high-tech equipment are likewise in short supply. This solitary attitude stems in part from a deep sense of fatalism and futility, a profound social effect of the genophage that caused krogan numbers to dwindle to a relative handful. Not only are they angry that the entire galaxy seems out to get them, the krogan are also generally pessimistic about their race's chances of survival. The surviving Krogan see no point to building for the future; there will be no future. The krogan live with an attitude of 'kill, pillage, and be selfish, for tomorrow we die.' Female krogan rarely leave their home worlds, focusing on breeding in an attempt to keep Krogan numbers from declining too quickly. The few remaining fertile females who can carry young to term are treated as prizes of war, to be seized, bartered or fought over.

**Personality:** The harsh krogan homeworld conditioned the krogan psychology for toughness just as it did the body. Krogan have always had a tendency to be selfish, unsympathetic, and blunt. They respect strength and self-reliance and are neither surprised nor offended by treachery. The weak and selfless do not live long. In their culture, "looking out for number one" is a matter of course.
**Physical Description:** Large and massive, krogan have a humanoid lizard shape.
**Homeworld:** Tuchanka
**Religion:** Krogan are not shown to have strong religious beliefs. The closest they come is to establish ritualistic burial grounds called the Hollows, where the skulls of their ancestors are displayed to remind them of "where we all come from, and where we all go.
**Biotics:** The krogan developed a surgical procedure that was able to confer biotic ability, but the operation had a high mortality rate, so it was discontinued following the release of the genophage.
**Example Names:** Urdnot, Wrex.

# Protheans

**Attribute Dice: 19D**
Dexterity: 2D+1/4D+1
Knowledge: 2D/4D
Mechanical: 2D/4D
Perception: 2D+2/4D+2
Strength: 2D/4D
Technical: 2D/4D
Move: 10/12

### Unique Characteristics

***Awareness:*** *Thanks to the two pairs of eyes the protheans are very aware of their surroundings giving them +3 bonus to initiative.*
***Thick Carapace:*** *Protheans bodies are covered with a thick, layered carapace that gives them +2 to their natural damage resistance.*
***Experience Transfer:*** *By touching something or someone, a Prothean can recall its experiences. This ability enables to transfer complex ideas, with a Prothean being capable of learning a new skill or foreign language with a single touch. Protheans may learn new skills at 5 point cost and may also recall experiences and memories of others by paying 1 character point. In that case the GM is required to disclose any information from the target to the player after a successful very difficult Willpower roll.*
***Imperial Guard:*** *Due to the nature of the time period all adults were required to serve in the imperial military. All protheans start with +2 to Dexterity: Ranged, Strength: Melee, Knowledge: Tactics and Perception: Command skills (maximum of 6).*
***Synthetic Hatred:*** *Protheans condemn all synthetic life forms, they believe it is the root of all evil that has befallen them. Protheans will go out of their way to destroy any synthetic. You can't have a Prothean and a Geth in one party.*
***Cosmic Imperative:*** *Protheans believe it to be the driving force in the universe and that the strong must flourish by dominating the weak for the greater good of all. That is why they are very headstrong in their pursuits. It is almost impossible to persuade a prothean to change a chosen course of action (add 2 levels of difficulty to any standard roll).*
***Unique Armor:*** *All armor worn a Prothean must be custom made, add 50% to the cost of any armor for the Prothean. Also all customization takes time the GM should decide accordingly.*

The Citadel was the Prothean seat of government, and the heart of their galaxy-wide empire. Although the Protheans were a single race, as they expanded and assimilated other spacefaring races into their empire, those servant races adopted the name "Prothean" for themselves as well. This assimilation was not always peaceful, as advanced species who attempted to deny or oppose their admittance into the empire were forcibly conquered and assimilated into Prothean society. The Protheans justified this cultural reconditioning by claiming that if the races who opposed them were actually stronger than the Protheans, then they would take the Protheans' place as the galaxy's dominant civilization. It was in keeping with their belief that evolution, or the 'Cosmic Imperative' as they termed it, was the driving force in the universe and that the strong must flourish by dominating the weak for the greater good of all. This ideology was also dictated by necessity. After the Protheans encountered hostile machine intelligences, they ultimately decided that all organic races should join together for the sake of survival. Efforts to smoothly integrate newly-inducted servant races into the empire were made, like Prothean language tutorial programs. Early Prothean architecture tended to be functional yet decorative, with eras of their history organized into dynasties producing distinctions of their own, though the designs tended to become simpler at the time of their extinction. Archaeologists always wondered about the reason, and one of the theories is that the Protheans were too busy fighting the Reapers to care about aesthetics. The beacons and the Eletania ruins suggest that, like the asari, the Protheans were comfortable with the notion of transferring data to an individual's mind. They invested heavily in their scientific research, a policy that eventually paid off, if too late to save their own species. Prothean society was heavily regulated; playing games of chance was an offense punishable by death. Staring contests were a common pastime, made all the more challenging due to the Protheans' four eyes. Females would also use these eyes to begin foreplay. The Protheans did not "date" species considered primitive in their time, though they did regard some primitive species, such as quarians, as attractive. Mating between species was considered a pointless exercise. They were conquered and enslaved much like the others under the empire, and sometimes they were eaten as well. Asari, however, are apparently exempt from Prothean mating restrictions. Protheans had few compunctions with eating sentient species, apparently regardless of chemical makeup. Dextro-amino-acid-based races like primitive turians and quarians were just as likely to be made ingredients in Prothean cuisines as primitive humans, asari, hanar, salarians, or even krogan. Hanar were either boiled or fried, and salarian liver was considered a delicacy.

**Physical Appearance:** Protheans are an anthropoidal race. They have two pairs of eyes with each eye possessing dual pupils, and three pairs of nostrils. Their eyes have some ability to see through cloaked objects or entities. Their heads are covered in a thick, layered carapace that gives them a distinctive shape. The skin surrounding this carapace can be a pale blue-gray or brown color mottled with muted yellow spots. Their hands each have three fingers, and their feet each have two widely-spaced toes. Prothean blood is red.
**Homeworld:** None
**Biotics:** Yes
**Example Names:** Javik

# Quarians

**Attribute Dice: 17D**

| | |
|---|---|
| Dexterity: | 1D/3D |
| Knowledge: | 2D/4D |
| Mechanical: | 2D/4D |
| Perception: | 2D/4D |
| Strength: | 1D/3D |
| Technical: | 3D/5D |
| Move: | 10/12 |

**Unique Characteristics**

***Technical Aptitude:*** *During character creation, for every 1 skill point spent in a Technical skill gains 2 instead. (maximum of +6)*
***Technical Scholars:*** *During character creation, quarians may take 2 more Technical skills than other races.*
***Technical Society:*** *Quarians can use Technical Talents without an Omni-Tool, but incur a -6 penalty (other races cannot use Technical Talents without an Omni-Tool).*
***Spacers:*** *All quarians were born aboard the Migrant Fleet thus all of their race are familiar with flying spaceship, all quarians have a base of 3 in skill of Starship Piloting.*
***Rig Masters:*** *Quarians incur a -3 to all Technical repair skills instead of the -6 when not using an Omni-Tool.*
***Facemask & Envirosuit:*** *Quarians have virtually no natural immune system. Without a protective suit or sterile environment, a Quarian is subject to disease. The first time the quarian is exposed, and once every hour thereafter, make an attack roll (3d+3) against the character's Stamina. If the attack succeeds, the character takes 2d6 points of damage and moves. This attack occurs again each day the disease remains untreated. Treating the disease requires a successful moderate Medicine roll. A basic replacement suit costs 2,000 credits (500 on a quarian vessel), and a year's supply of filters costs 200 credits (50 on a quarian vessel). Quarian characters begin play with these items at no cost.*
***Geth Hatred:*** *Any quarian character that goes out of their way to destroy or capture a geth should be given 1 character point (at GM decision). Geth and Quarians can't be in the same party.*
***Pilgrimage:*** *Quarians cannot return to the Migrant Fleet until they have obtained something of value, typically an artifact, equipment or even some piece of knowledge.*

The auarians are a nomadic species of humanoid aliens known for their skills with technology and synthetic intelligence. Since their home world was conquered, the auarians live aboard the Migrant Fleet, a huge collection of starships that travel as a single fleet. Approximately three hundred years ago the quarians created the geth, a species of rudimentary artificial intelligences, to serve as an efficient source of manual labor. However, the Geth gradually became sentient, rebelled against their quarian masters and drove them into exile. Now the quarians wander the galaxy in a flotilla of salvaged ships, secondhand vessels, and recycled technology. One of the factors of life aboard the Migrant Fleet is population control. It is illegal for quarian families to have more than two children to maintain zero population growth - unless the restriction has been lifted to keep numbers stable - so families tend to be small. Along with the fact each quarian relies on the others for survival, this means the bonds between quarians tend to be very strong, compared to a more individualistic race like the krogan. Loyalty, trust and cooperation between quarians are essential for the survival of their species. Quarians enjoy storytelling, and hold dancers in high esteem. Some ships from the Fleet linger in orbit over planets used as drive discharge sites, to sell refreshments, supplies or trinkets made by their children to passing crews. Young quarians place low value on personal possessions, evaluating objects by their usefulness, and often barter items that are not being used to the rest of the crew via their ship's trading deck. Even when at home, quarians wear their environmental suits at all times, partly out of caution and partly as a psychological reaction to the lack of personal space. Because their suits make it harder to identify individuals, quarians have developed the habit of exchanging names whenever they meet. Their technology and relations to synthetic life have had a profound effect on quarian culture. As a result, in contrast to other races, quarians are reluctant to trust virtually - or artificially - intelligent machines, but they are also far more likely to treat them as if they were living beings.

**Personality**: Quarians are creative and inquisitive, but tend to be defensive as they are well aware of how other species view them.
**Physical Description:** Quarians are generally shorter and of slighter build than humans. Quarian hands consist of a thumb and only two fingers, while their feet have only two large, prominent toes. They dress in a scavenged assortment of materials, hiding their faces behind visors, goggles, or breathing masks. Some believe the quarians are cybernetic, a blend of machine and biology that can survive for a time in the cold vacuum of space. Others believe the quarians are simply so used to living on their substandard, makeshift ships that they never remove their survival suits.
**Homeworld:** Having no natural world to call home the quarians wander the galaxy in a flotilla of salvaged ships, secondhand vessels, and recycled technology.
**Religion:** The quarians used to practice a form of ancestor worship. This involved taking a personality imprint from the individual and developing it into an interface similar to a VI. However, the geth destroyed the quarians' ancestor databanks when they rebelled. Respect for their ancestors is still prevalent in quarian society.
**Example Names:** Tali'Zorah nar Rayya; First name + "Nar" (Child of) or "Vas" (Crew of) + name of the ship. Immature quarians are still "Nar" and are identified as a child of the colony or ship. Once a quarian has completed their rite of passage and earned their place on a home-ship they use "Vas" instead of "Nar."

# Salarians

**Attribute Dice: 18D**

| | |
|---|---|
| Dexterity: | 1D+2/3D+2 |
| Knowledge: | 2D/4D |
| Mechanical: | 2D/4D |
| Perception: | 2D+2/4D+2 |
| Strength: | 1D/3D |
| Technical: | 2D+2/4D+2 |
| Move: | 10/12 |

**Unique Characteristics**

***Espionage:*** *During character creation for every 1 skill point spent in Knowledge: Survival, Knowledge: Law Enforcement, Perception: Investigation, Perception: Hide, Perception: Sneak Perception: Search, Technical: Electronic Devices, Technical: Decryption, they gain 2 points (maximum of 6).*
***High Metabolism:*** *Salarians may take one additional action each turn without incurring -3 to either. If more than two actions are taken in a turn this bonus is negated and full negatives are incurred. Also salarians only require one hour of sleep each day. This does not give them the healing benefits of 8 hours of rest in only one hour, only mitigates the need for 8 hours of sleep. Natural healing still works as normal.*
***Breathe Underwater:*** *As amphibious creatures, salarians can't drown in water.*
***Expert Swimmer:*** *A salarian may choose to reroll any Swim check, but the result of the reroll must be accepted even if it is worse. In addition, a salarian may choose to take 10 on Swim checks even when distracted or threatened.*
***Low-Light Vision:*** *Salarians ignore negative modifiers from darkness up to 25 meters.*

The second species to join the Citadel, the salarians are warm-blooded amphibians native to the planet Sur'Kesh. Salarians possess a hyperactive metabolism; they think fast, talk fast, and move fast. To salarians, other species seem sluggish and dull-witted, especially the elcor. Unfortunately, their metabolic speed leaves them with a relatively short lifespan; salarians over the age of 40 are a rarity. Salarians are known for their observational capability and non-linear thinking. This manifests as an aptitude for research and espionage. They are constantly experimenting and inventing, and it is generally accepted that they always know more than they are letting on. Salarians are noted for their high-speed metabolism, which allows them to function on just one hour of sleep a day. Their minds and bodies work faster than most sapient races, making them seem restless or hyperactive. The drawback of this active metabolism is a short lifespan of around 40 human years. The salarians are amphibian haplo-diploid egg-layers; unfertilized eggs produce males and fertilized eggs produce females. Once a year, a salarian female will lay a clutch of dozens of eggs. Social rules prevent all but a fraction from being fertilized. As a result, 90% of the species is male.
Salarians have photographic memories and rarely forget a fact. They also possess a form of psychological "imprinting", tending to defer to those they knew in their youth. salarian hatching is a solemn ritual in which the clan Dalatrass (matriarch) isolates herself with the eggs. The young salarians psychologically imprint on her and tend to defer to her wishes. During the hatching of daughters, the Dalatrasses of the mother and father's clans are present at the imprinting. This ensures the offspring have equal loyalty to both, ensuring the desired dynastic and political unity. Salarian sex drive and reproduction differ from that of humans, it is not hormone-based. Reproduction is more of a necessity and salarians do not seem to desire sex for pleasure
Salarians excel at invention, preferring to use cutting-edge technology rather than settle for anything less. For example, their GARDIAN starship defenses put emphasis on high performance over reliability even though a malfunction could cost lives. Even Schells rejected a cheating device that used "brute force," spending five years to refine it into a more sophisticated, undetectable system. The salarians see information gathering and even spying as a matter of course when dealing with other races, but this is not underhanded: they simply embrace the dictum of "knowledge is power". Alliance counterintelligence agencies are constantly uncovering salarian agents and cyber-warfare incursions, but there is little they can do to stop them. As a salarian information broker once told David Anderson, "Your species has been transmitting data across the extranet for less than a decade. My species has been directing the primary espionage and intelligence operations for the Council for two thousand years."
Normally, the rare salarian females are cloistered on their worlds out of tradition and respect. Powerful female Dalatrasses are dynasts and political kingpins. They determine the political course of their respective regions through shrewd negotiation.

**Personality**: Salarians have a faster than normal metabolism, often appearing jittery. They also possess a keen intellect, rarely forgetting any fact or figure.
**Physical Description:** The salarians are a bipedal race of amphibians, with tall, elongated bodies well-suited for their high metabolism, and skeletons composed of more cartilage than those of other races such as humans. Salarian heads are long and thin, and have a pair of horns protruding from the top of their skulls. Skin varies in color, from bright reds and greens to the more common shades of blue or grey. Their blood is a greenish color. Salarian eyes are large and oval and have thin membranes in place of eyelids. The pupils are a wide slit, oriented horizontally, and the irises can be dark green, purple, or brown. Salarians blink upwards, rather than downwards as humans do.
**Homeworld:** Sur'Kesh
**Religion**: Salarians are not notably religious, but as free-willed sentients there are exceptions. One of the less favored salarian religions worships a goddess, and claims that a certain pattern of overlapping craters in the southern hemisphere of Trelyn resembles her.
**Biotics:** Salarian biotics are unusual and highly prized.
**Example Names:** Kirrahe, Schells, Chorban, Anoleis.

# Turians

**Attribute Dice: 18D**

| | |
|---|---|
| Dexterity: | 2D/4D |
| Knowledge: | 2D/4D |
| Mechanical: | 2D/4D |
| Perception: | 2D/4D |
| Strength: | 2D/4D |
| Technical: | 2D/4D |
| Move: | 10/12 |

**Unique Characteristics**

***Military Upbringing:*** *All turians gain +2 to Dexterity: Ranged, Dexterity: Grenade, Strength: Melee, Knowledge: Tactics and Perception: Command skills (maximum of 6).*

***Detective Souls:*** *During character creation every 1 skill point spent on Perception: Investigation, Knowledge: Law Enforcement, Knowledge: Streetwise gives +2 (maximum of 6).*

***Fearless:*** *Turians gain +12 Knowledge: Willpower rolls versus any command (natural, Biotic or synthetic) that breaks their code of honor.*

***Honor:*** *Turians have a strict honor system, anytime a turian may spend a paragon or renegade point to aid in success in a test of an ally or a client, the bonus for that test is +6 and not +3.*

Honorable and brave, the turians think of the welfare of the group before themselves. Taught from a young age to own every decision they make, only the rare exception will lie about their own actions. This does not mean they won't try to get away with criminal activity, just that they will not lie when directly questioned. Known for their militaristic and disciplined culture, the turians are the most recent of the Citadel races invited to join the Council. They gained their Council seat after defeating the hostile krogan for the Council during the 'Krogan Rebellions'. The turians deployed a salarian-created biological weapon called the genophage, which virtually sterilized the krogan and sent them into a decline. The turians then filled the peacekeeping niche left by the non-cooperative krogan, and eventually gained a Council seat in recognition of their efforts. Originally from the planet Palaven, turians are best known for their military role, particularly their contributions of soldiers and starships to the Citadel Fleet. They are respected for their 'public service' ethic - it was the turians who first proposed creating C-Sec - but are sometimes seen as imperialist or rigid by other races. There is some animosity between turians and humans, largely due to the turian role in the First Contact War. This bitterness is slowly beginning to heal - shown by the cooperation of the two races on the construction of the SSV Normandy – but many turians still hate humans, and vice versa. Turians are noted for their strong sense of public service. It is rare to find one who puts his needs ahead of the group. Every citizen from age 15 to 30 serves the state in some capacity, as anything from a soldier to an administrator, from a construction engineer to a sanitation worker. Turians have a strong inclination toward public service and self-sacrifice, so they tend to be poor entrepreneurs. To compensate, they accepted the mercantile Volus as a client race, offering protection in exchange for their fiscal expertise.

Turian society is highly regimented and very organized, and the species is known for its strict discipline and work ethic. Turians are willing to do what needs to be done, and they always follow through. They are not easily spurred to violence, but when conflict is inevitable, they only understand a concept of "total war." They do not believe in skirmishes or small-scale battles; they use massive fleets and numbers to defeat an adversary so completely that they remove any threat of having to fight the same opponent more than once. They do not exterminate their enemy, but so completely devastate their military that the enemy has no choice but to become a colony of the turians. It is theorized that another conflict between the rapidly advancing humans and the turians could annihilate a large portion of known space.

The turian military is the center of their society. It is not just an armed force; it is an all-encompassing public works organization. The military police are also the civic police. The fire brigades serve the civilian population as well as military facilities. The corps of engineers builds and maintains spaceports, schools, water purification plants, and power stations. The merchant marine ensures that all worlds get needed resources.

Other species see turians as "men of action," and they are generally regarded as the most progressive of the Citadel races (though some species believe humans are rivaling this position). Since their culture is based on the structure of a military hierarchy, changes and advances accepted by the leadership are quickly adopted by the rest of society with minimal resistance.

While turians are individuals with personal desires, their instinct is to equate the self with the group, and to set aside all personal desires for the good of all. Turians are taught to have a strong sense of personal accountability, the 'Turian Honor' that other races find so remarkable. Turians are taught to own every decision they make, good or ill. The worst sin they can make in the eyes of their people is to lie about their own actions. Turians who murder will try to get away with it, but if directly questioned, most will confess the crime.

**Personality:** Turians are taught to have a strong sense of personal accountability, the "Turian Honor" that other races find remarkable.

**Physical Description**: Tall and of an avian build, they evolved skin armor to protect them from the radiation of their homeworld. It is common for turians to wear the facial markings of their home colony.

**Homeworld:** Palaven

**Religion:** Turians enjoy absolute freedom of religion and can practice whatever appeals to them so long as it does not impede anyone's ability to perform their duties.

**Biotics:** Turian biotics are uncommon, and generally viewed with suspicion by the general turian population.

**Example Names:** Garrus Vakarian, Nihlus Kryik, Saren, Arterias, Chellick, Septimus.

# Volus

**Attribute Dice: 16D**

| | |
|---|---|
| Dexterity: | 1D/3D |
| Knowledge: | 2D/4D |
| Mechanical: | 2D/4D |
| Perception: | 2D/4D |
| Strength: | 1D/3D |
| Technical: | 2D/4D |
| Move: | 10/12 |

**Unique Characteristics**

***Pressure Suits:*** *Volus Have pressure suits which protect them from all environmental dangers such as lack of air, pressure. Volus suffer from limitations outside their native atmosphere. Without their special atmospheric suits, a volus is considered blind, begins to suffocate and takes 3d6 damage each round. A replacement suit costs 2,000 credits (1,000 in volus Space or on the Citadel). Volus characters begin play with these items at no cost. The ammonia tank is poisonous to other species and the increased gravity makes them suffer as if in a high-gravity environment.*
***Small Statue:*** *All volus have +4 to Perception: Sneak*
***Financial Aptitude:*** *At character creation, for every 1 skill point spent in Perception: Bargain, Perception: Persuasion, Perception: Con, Perception: Forgery, Perception: Gambling, Knowledge: Bureaucracy & Business, Knowledge: Alien Species, Knowledge: Value gain 2 points instead (maximum of +6)*
***Low-Light Vision:*** *Volus ignore modifiers from darkness up to 20 meters.*

The volus are an associate race on the Citadel with their own embassy, but are also a client race of the turians. They hail from Irune, which possesses a high-pressure greenhouse atmosphere able to support an ammonia-based biochemistry. As a result, the volus must wear pressure suits and breathers when dealing with other species. Because they are not physically adept compared to most species, Volus mostly make their influence felt through trade and commerce, and they have a long history on the Citadel. However, they have never been invited to join the Council, which is a sore point for many volus individuals. The volus home world Irune features an ammonia-based ecology and a gravitational field 1.5 times that of Earth, as well as a high pressure atmosphere. This is reflected in the physiology of the volus themselves. The volus are unable to survive unprotected in an atmosphere more suitable to humans and other carbon-based life forms, and as such require protective suits capable of providing the proper atmosphere, as well as being pressurized to support the volus. Traditional nitrogen/oxygen air mixtures are poisonous to them, and in the low pressure atmospheres tolerable to most species, their flesh will actually split open. Volus culture is dominated by trade, whether it be of land, resources, or even other tribe members. The volus have a reputation as traders and merchants, and many, such as Barla Von, work as some of the best financial advisers in Citadel space. Because the volus are not physically adept, they tend not to be very violent, and can even seem overly-pacifistic and cowardly to other, more militant species. Their inability to provide adequate soldiers for themselves and the Citadel is a primary reason for not yet being inducted into the Council. Volus have two names but no family names. According to Volus sensibilities you cannot own a person, so using a family name would essentially be laying claim to their offspring. Possibly because of their tribal origins, volus tend to refer to members of other races by their source world rather than species name (i.e. 'Earth-clan' instead of 'human'). The volus government is known as the Vol Protectorate. Rather than being a fully sovereign government in its own right, the Protectorate is a client state of the Turian Hierarchy. In return for falling under the protective umbrella of the turian military, the volus pay a tax to the Hierarchy, as well as deferring to the turians in all foreign policy matters and providing auxiliary troops to the turian armed forces. They still maintain an embassy on the Citadel, making them an associate species of the Council, though they currently share their embassy with the rlcor. The volus are not physically cut out for combat, be it a full-scale war or even a bar room scuffle. As such, they are highly dependent on the Turians for defense, although the volus themselves do provide some auxiliary troops to the Hierarchy. The volus will support the turians in any war they might pursue, and the turians will support the volus in any war they might pursue. Possibly for this reason, volus weaponry tends to be utilitarian rather than high-grade. Some volus manufacturers specialize in cheaper, lower-grade copies of expensive turian equipment.

**Personality:** What they lack in personal bravery, they more than make up for with their cunning and tenacity, often using their expert negotiating skills to get them out of scrapes.
**Physical Description**: Their home planet's gravity is 1.5 times that of Earth's, with a high-pressure ammonia-based atmosphere, making their bodies short and almost spherical, and requiring them to wear protective suits in order to function in environments conducive to other species.
**Homeworld:** Irune
**Religion:** Good Business!
**Biotics:** No mention of the biotic abilities.
**Example Names:** Doran, Jahleed, Barla Von

# Vorcha

**Attribute Dice: 16D**

| | |
|---|---|
| Dexterity: | 2D/4D |
| Knowledge: | 1D/3D |
| Mechanical: | 1D/3D |
| Perception: | 1D/3D |
| Strength: | 3D/5D |
| Technical: | 1/D/3D |
| Move: | 11/13 |

### Unique Characteristics

**Ferocious Fighters:** At character creation for every point spent in Brawling, Melee and Stamina vorcha get 2 (maximum of 6).
**Adaptability:** After spending some time in new surroundings, vorcha negates all environmental effects that could give negative modifiers. Only exception is vacuum.
**Minor Regeneration:** After receiving damage, while in a rest period a vorcha will regenerate hit points and heal wounds regaining 1 hit point per 30 minutes.
**Low Light Vision:** Vorcha see in the darkness without the need of special equipment.
**Vermin:** Vorcha are mostly seen as criminals, that is why they when they communicate with law enforcement or authority figures their tests are harder by one difficulty level.

The vorcha are the shortest-lived sapient species currently known, with an average lifespan of only 20 years.
The vorcha originate from Heshtok, a small, hostile, overcrowded planet which has been largely stripped of natural resources by successive generations of this fast-breeding, savage species. The lack of resources has resulted in a tight-knit, clan-based society in which rival clans wage constant war against one another for control of scarce resources. Even as their population grows, the vorcha constantly fight each other in fierce competition over basic necessities. This incessant warfare has made each generation of vorcha stronger and more aggressive than that which preceded it, but their continual lack of resources has kept vorcha society extremely primitive.Vorcha society is built around combat. In fact, the vorcha use combat, both individually and in groups, as their default form of communication resulting in their communications being primarily non-verbal. The vorcha are a clan based people who prefer living in communal environments with others of their species to living alone or in the company of alien races. When a clan population grows too large, younger members will depart to start a new clan elsewhere. The vorcha are extremely aggressive, both against rivals of their own species and against any alien who stands in their way. Vorcha who have managed to escape their homeworld have a tendency to occupy uninhabited areas of space stations or larger spaceships.
Vorcha hustlersThe vorcha are not themselves a space-faring race, although many have found their way off-world as stowaways on ships visiting their homeworld. The vorcha who escaped their hostile homeworld did so by hiding on the ships of space-faring races that had the misfortune of visiting their planet. Their adaptability and resilience allows them to flourish in the dark and dirty corners of the places they end up.
Seeing the potential of the vorcha's individual adaptability, krogan Blood Pack mercenaries often sweep pockets of vorcha, gathering them up and literally beating them into soldiers. Vorcha "trained" by this ordeal are stronger, faster, smarter, and more resilient than other members of the race. Gaining even a few vorcha gives a mercenary band a formidable advantage; each additional vorcha magnifies the gang's combat ferocity exponentially.

**Physical Description**: Vorcha are a bipedal race of muscular creatures. Their loght brownish skin is thick and covered with veins. They have long triangular shaped heads with red eyes and sharp theeth.
**Homeworld:** Heshtok
**Biotics:** No
**Example Names:** Gryll, ,Kreete, Shisk

# SKILLS

## Dexterity

Acrobatics
Artillery
Bows
Dodge
Grenades
Heavy Weapons
Ranged
Energy Weapons (A)
Sleight of Hand
Thrown weapons
Vehicle Weapons
Zero G Training

## Knowledge

Alien species
Bureaucracy
Business
Cultures
First aid
Medicine (A)
Intimidation
Law enforcement
Planetary systems
Scholar
Streetwise
Survival
Tactics
Value
Willpower
Xeno Linguistics

## Mechanical

Capital Ship Gunnery
Capital Ship Piloting
Capital Ship Shields
Communications
Mech Operation
Navigation
Rover Operation
Rocket Pack Operation
Sensors
SkyCar Operation
Starship Gunnery
Starship Piloting
Starship Shields

## Perception

Artist
Bargain
Beast Riding
Command
Con
Forgery
Gambling
Hide
Investigation
Persuasion
Search
Sneak

## Strength

Brawling
Climbing/jumping
Lifting
Melee
Omni-Blade
Shield
Stamina
Swimming

## Technical

VI
AI (A)
Armor Repair
Biotic Amp Repair
Capital Ship Mechanics
Capital Ship Systems
Electronic Devices
Cybernetics (A)
Decryption
Demolitions
Modding
Repair
Starship Mechanics
Starship Systems
Synthetics
Weapons Repair
Advanced Weapons Repair (A)

## Skill Checks

The “Character Basics” chapter provided brief descriptions of each skill (and you will need to return to that chapter if you need a refresher). When the generic difficulties aren’t enough, look up various skills in this chapter to get even more ideas on the challenge level for using those skills in common situations. Of course, not every possibility has been covered, but this provides a foundation for using the difficulties and modifiers. Modifiers may be cumulative, depending on the situation — the tenser they are, the more important the minutia become. The associated attributed is listed after the skill name.

### Combat Skills

Archaic guns, artillery, ranged, energy weapons, bows, grenades, heavy weapons, thrown weapons, vehicle weapons, brawling, melee, omni-blade and shield are combat skills. They fallow slightly different rules than other skills. When you want to hit an opposing character you need to roll against his respective defense value and not a difficulty number. So when shooting a Geth with a 21 ranged defense value you have to roll higher than 21 to hit him. Of course this number may change when your target is in cover or making a full reaction adding additional difficulty to the roll. The other role of some of the combat skills is dodging and parrying. While some skills like brawling, melee and omni-blade are a passive parry skills and their number is a part of the defense values, shields skill may be used to parry by rolling a number and setting it as a difficulty for an opponent.

### Interaction Skills

**Information Difficulties**

| | |
|---|---|
| Basic or common information, unconfirmed rumors | 5+ |
| Theories, generalities | 10+ |
| Complex concepts, moderately detailed information | 15+ |
| Professional level; extensive (though not complete) information | 20+ |
| Cutting-edge topics; extensive information, including peripheral details and extrapolations | 30+ |
| Age of information (per century in the past) | +5 |
| Closely guarded secret | +15 |

**Observation Difficulties**

| | |
|---|---|
| Noticing obvious, generic facts; casual glance | 5+ |
| Noticing obvious details (ex. number of people) | 10+ |
| Noticing a few less obvious details (ex. gist of conversation) | 15+ |
| Spotting a few specific details (ex. identities of individuals) | 20+ |
| Spotting a few obscure details (ex. specifics of conversation) | 25+ |
| Noticing many obscure details | 30+ |

**Interrogation Attempts**

Characters may use *intimidation* or *persuasion* to get information out of someone. Use the rules for mental defenses to determine the difficulty and base interaction modifiers. Further modify the number by how important the information is to the target. (See the accompanying chart for suggestions.) A separate *intimidation* roll to scare the target can complement an interrogation session.

**Mental Defenses**

In general, the resistance difficulty for many interaction skills equals 10. The target cannot actively resist unless he knows that a interaction skill is being used on him by another character. If the gamemaster decides that the target suspects but does not know for certain that someone is attempting to influence him, the gamemaster may allow the character to take an action earlier than his turn in the round and roll his *willpower* or *Knowledge* to generate a new resistance difficulty. Should the character decide to actively defend against mental intrusion or personal interaction, he may devote all of his actions for the round to that task and roll his *willpower* or *Knowledge,* adding +10 to the score to get the new resistance difficulty. However the interaction resistance difficulty is determined, gamemasters may further modify the number as the situation warrants (such as stress, surprise, or character relationship).

**Interaction Modifiers**

| | |
|---|---|
| Target is friendly or trusting | -5 |
| Target is neutral toward character or of equal standing | 0 |
| Target is hostile or has superior standing | +5 |
| Target is an enemy | +10(same as mental defense) |
| Target is in weakened position | -10 |
| Request is something target would do anyway or target feels is of minor importance | 0 |
| Request is illegal or highly dangerous | +10 |
| Target is on guard or actively resisting* | +10 |

**Do not include this modifier if you are using the active mental defense described in the "Mental Defenses" paragraph.*

**Interrogation Modifiers**

| | |
|---|---|
| Feels information is unimportant | -10 |
| Feels information is of minor importance | 0 |
| Feels information is important | +5 |
| Feels information is very important | +10 |
| Would rather die than reveal information | +10 or more |

**Add this to the Interaction modifier*

### Piloting Skills

Base Difficulty for every piloting skill is 5.

**Terrain Modifiers**

| | |
|---|---|
| Easy terrain (flat surface, smooth water, light breeze, light rain or fog) | 0 |
| Moderate terrain (uneven surface, small obstacles, choppy water, strong winds, heavy rain or fog) | +5 |
| Rough terrain (large obstacles, strong undercurrent, flying near unyielding obstacles) | +10 |
| Very rough terrain (dense and large obstacles, stormy weather, a few airborne hazards, hail) | +15 |
| Hazardous terrain (minefield, many airborne hazards, large waves, complete darkness) | +20 |
| Very hazardous terrain (corridor filled with falling debris and explosions, flying in a hurricane) | +25 or more |

**Stunt Difficulty Table**

| | |
|---|---|
| Docking (water), parking in a specific spot | 6 |
| Landing (air vehicles) in a specific spot | 10 |
| Regaining control (in situations other than ramming or sideswiping) | 15 |
| Sideswiping | 10 |
| Easy turn (less than 45 degrees from current direction) | 5 |
| Fast 45-degree turn | 9 |
| Fast 90-degree turn | 15 |
| Fast 180-degree turn | 21 |

**Condition Modifier**

| | |
|---|---|
| For All Vehicles Moving in reverse | +6 |
| Ramming | +10 |
| For Land and Water Vehicles Moved or moving over curb or debris | +3 |
| Limited parking or docking area | +3 |
| For Land Vehicles Not Designed for Off-Road Conditions Off-road | +6 |
| For Air Vehicles and Aerial Characters Unlimited landing area | -3 |
| Limited landing area | +3 |
| Almost no landing area | +6 |
| Rough or unsteady landing area | +3 or more |
| Climb or dive of 45 degrees or more from current direction | +6 or more |

### Repair Skills

Though there are many different kinds of *repair* skills, they all follow the same principles. The base difficulty to fix or modify anything is 10.

The amount of damage sustained, the character's familiarity with the item, availability of parts, and complexity of the task can modify the difficulty. The game master may require a separate roll to determine whether the character can figure out how to repair an unknown item. Destroyed parts must be replaced, which raises the difficulty. Additionally, if a hero rushes the job, not only is there an increased chance of failure, but the item could also break again soon after its next use.

**Situation Modifier**

| | |
|---|---|
| No Omni-Tool | -6 |
| Light repairs or modifications | 0 |
| Heavy repairs or modifications | +5 |
| Extensive repairs or modifications | +10 or more |
| Previously built or modified the item; intimately familiar with item | -10 |
| Has item's designs | -5 |
| Common item | 0 |
| Has seen but not used item | +5 |
| Has never seen item | +10 |
| All parts available | 0 |
| Some parts available | +10 |
| No parts available | +20 |
| Makeshift tools | +15 |
| **Tool kits might provide their own bonuses.* | |

### Acrobatics

During a fall, *acrobatics* may be used to reduce bodily harm. If the character has not already used his turn for the round, he may rely on *acrobatics* in an attempt to land properly. The character generates an *acrobatics* total. For every five points over the base difficulty number of 10, the hero reduces the damage total by one point, in addition to a base reduction of one point. The damage total, however, cannot be lower than zero.

**Maneuver Difficulty**

| | |
|---|---|
| Somersault; pirouette | 5 |
| Handspring; cartwheel; handstand | 10 |
| Swing over a obstacle | 10 |
| Round-off; backflip | 15 |
| Vaulting over an obstacle | 15 |
| Bouncing off a surface to reach a specific destination | 20 |
| Walking up a wall* | 30 |
| **The character may "walk" a maximum of her Move in one round; she must have a flat surface to stop on at the end of her turn or she falls and takes damage from the fall.* | |

**Condition Modifier**

| | |
|---|---|
| Flat surface to flat surface | 0 |
| Unlimited landing area | -3 |
| Limited landing area | +3 |
| Almost no landing area | +6 |
| Rough or unsteady landing area | +3 or more |
| High surface to low surface | +3 |
| Low surface to high surface | +6 |
| Slippery surface | +3 |
| Strong wind | +3 |
| Add a twist of the body (per twist) | +3 |
| Performing the maneuver underwater or backwards | +3 |
| Performing the maneuver in the air (such as on a trapeze or bars) | +9 |
| Performing the maneuver on a narrow surface | +6 |
| ***Note:*** *Characters may combine one or more maneuvers in the same action. In this case, use the difficulty of the most hallenging maneuver, add 3 for each additional maneuver (up to five additional maneuvers), and include modifiers as if the complex stunt was one maneuver.* | |

***Acrobatics* can also aid a character in escaping from bonds.**

The chart below contains sample difficulty numbers for escaping from various kinds of restraints. Modify the difficulty based on the circumstances of the escape, such as the conditions the character works under or specially designed restraints. The character may not use this skill if completely immobilized. If in multiple restraints, the character must make a separate roll for each one. A Critical Failure indicates that the character has pulled a muscle (and he does his Strength Damage to himself ).

Note that this skill does not substitute for the *sleight of hand* skill. The character may be able to pull his arms over his head to use his hands, but he may not be able to slip out of the handcuffs unless they are improperly secured.

**Sample Restraints Difficulty**

| | |
|---|---|
| Ropes | 13 |
| Wires, chain | 15 |
| Handcuffs | 16 |
| Straitjacket | 18 |

### Advanced Weapons Repair
This skill is a repair skill (check the beginning of this chapter for modifiers), it shows the ability of the characters in repairing more advanced weaponry. All energy weapons and weapons using ezzo cells as ammo are considered advanced weapons.

### AI
AI is the skill that governs programing and developing of artificial intelligence.
The base difficulty is 10.

| Computer Use Situation Modifier | | Programming Situation Modifier | |
|---|---|---|---|
| Open-access AI mainframe | 0 | Simple programming language | 0 |
| Networked AI | 0 | Complex programming language | +3 |
| Isolated AI | +3 | Encrypting program | +6 |
| Accessible by a few people | +3 | Program designed to do multiple tasks (per task) | +3 |
| Accessible by owner only | +6 | Has to work on many O.S.(per additional system) | +6 |
| Password protected | +3 | | |
| Firewall protection | +6 | | |
| Files encrypted | +3 or more | | |

### Alien Species
Alien species involves overall knowledge of any species outside of the character's. For human characters, it covers all non-humans; for Salarians, the skill covers all non-Salarians. *Alien species* represents knowledge of customs, societies, physical appearance, attitudes, philosophy, history, art, politics, special abilities, and other areas of reasonable knowledge.

### Armor Repair
This skill governs the ability of the character to repair armor (check the bagging of this chapter for modifiers).

### Artillery
Massive weapons capable of destroying buildings or even whole city blocks are called artillery. Use mostly by military or on space stations.

### Artist
The time needed to perform the *artist* skill varies, depending on the quality and complexity of a piece. A simple amateur piece may only take a few minutes, while a complex, prize-winning endeavor could require weeks or months. Characters may also use this skill to judge works of art created by others and possibly as a complementary skill to *forgery* to detect fake artistic pieces. The higher the total is above the creation total for the piece, the more information the judge knows about it (such as flaws, alterations, its creator, and the like).

| Quality of Piece Difficulty | | Complexity of Piece Modifier | |
|---|---|---|---|
| Amateur | 9 | Simple; has one or two parts | -5 |
| Professional | 15 | Moderate; has a few parts | 0 |
| Emotionally moving | 18 | Complex; has many parts | +10 |
| Prize-winning | 24 | | |

### Bargain
Characters use this skill to haggle over prices. The game master should use a mixture of roleplaying and die rolls to determine how the character is doing at acquiring selling the desired goods or services. The player always has the choice to refuse a deal. Similarly, if the game master feels that the character's roll represents an unfair deal, without the player embellishing by roleplaying the situation, he should allow the game master's character to refuse the deal as well. To resolve the haggling, either make an opposed skill roll using any modifiers appropriate or select an appropriate standard difficulty number. Subtract the seller's total from the buyer's total and look up the number on the chart below. Multiply the price of the item (as credits or a number) by the percentage given to get its final cost. Be certain to include any price modifiers (as suggested in the "Equipment" chapter) before making the adjustment. If using *Funds,* this becomes the new number the *Funds* roll must meet or exceed.

| Difference | Price Adjustment Modifier |
|---|---|
| -21 or more | 300% of local market value |
| -16–20 | 200% of local market value |
| -11–15 | 150% of local market value |
| -6–10 | 125% of local market value |
| -3–5 | 110% of local market value |
| -2 to +2 | At local market value |
| +3–5 | 90% of local market value |
| +6–10 | 85% of local market value |
| +11–15 | 75% of local market value |
| +16–20 | 65% of local market value |
| +21 or more | 50% of local market value |

Characters can also employ *bargain* to "pay" another person to behave dishonorably, such as through ignoring duty, looking the other way, or divulging secret information. Success depends greatly on the target. A target who is loyal or wealthy or fears being caught is less likely to accept bribes. Use the difficulties listed under "Interaction Skills" and further modified by such factors as the value of the money, goods, or information offered, the extent of favors given and received, and the target's attitude toward the bribe.

**Value of Bribe Modifier**

| | |
|---|---|
| Less than 50% of what is reasonable | +10 |
| 50% to 90% of what is reasonable | +5 |
| Larger than expected | -5 |
| Significantly larger than expected - | 10 |

### Beast Riding

When a character first mounts a ridable animal, she must make a *riding* roll against the creature's *willpower* roll (the gamemaster generates this). The character's *riding* total may be modified by the attitude of the animal toward the character. The character stays in control if she ties or beats the beast's roll. If she fails, consult the table below for what occurs. When attempting to get the beast to perform a special maneuver or during events that might frighten it, the character must also roll against the animal's *Knowledge* or *willpower*. Examples of special maneuvers include jumping a fence, crossing a raging river, moving faster, or slowing down quickly. (The success of special maneuvers is determined with the animal's attributes or skills.)

A character attacking from the back of a beast takes a multi-action penalty for having to both control the mount and use a weapon.

**Animal's Attitude toward Character Skill Modifier**

| | |
|---|---|
| Friendly or trusting | +5 |
| Neutral | 0 |
| Hostile or wounded | -5 |

**Riding Roll Result(against willpower)**

| | |
|---|---|
| 1–2 | Beast stops and refuses to move for 1 round. |
| 3–6 | Beast stops and refuses to move for 2 rounds. |
| 7–11 | Beast bolts in a random direction for 1D rounds. |
| 12+ | Beast bucks rider; rider must make a Moderate *riding* roll to avoid being thrown off. |

### Biotic Amp Repair

As biotic amps are very complicated pieces of equipment they need a specialized service. Biotic Amp Repair is (duh) a repair skill (check repair skills at the beginning of this chapter for modifiers).

### Bows

Many unmapped cultures use this kind of weaponry to this day. Bows and crossbows are used also by hunters on many highly developed world, mostly to honor old rituals but sometimes also because of the quietness of this kind of weapons.

### Brawling

What is a good day in a mercenary's life without a fist fight? Brawling skill represents just that.

### Bureaucracy

This skill reflects a character's familiarity with bureaucracies and their procedures. Bureaucracy can be used in two ways:

First, the character can use this skill to determine whether or not he knows what to expect from a bureaucracy.

For example, if a character needs to get a permit for his weapon, a successful bureaucracy skill check means he knows what forms and identification he needs, who he would have to talk to, how long the process might take and some short cuts he might be able to use.

Second, bureaucracy can also be used to find out what information a bureaucracy has on file.

The difficulty depends upon how restricted the information is:

| | |
|---|---|
| **3** | Available to all. Finding out how much you owe on your starship. |
| **6** | Available to most people. Discovering which ships are in port. |
| **12** | Available to anyone who meets certain qualifications. Finding out which ships are impounded or under guard. |
| **16** | Somewhat restricted. Finding out how much someone else owes on their starship. Determining how to legally get your ship out of an impound yard. |
| **24** | Very restricted. Who to bribe to illegally get your ship out of an impound yard. Getting permission to make an emergency landing in the middle of a busy intersection. |

**Modifiers to Difficulty:**

| | |
|---|---|
| **+5-10** | Request is unusual. |
| **+15 (or more)** | Request is very unusual. |
| **+5 (or more)** | The bureaucracy is poorly funded or has low morale. |
| **+10 (or more)** | The bureaucracy is very corrupt and doesn't care about providing services. |
| **- 5** | The bureaucracy is well funded, has good morale, or is truly dedicated to meeting the needs of those who use it. |
| **+5 (or more)** | The character is well known and well-liked, and the bureaucrats have good reason to help the character. For example, Commander Sheppard asking a Alliance general for assistance. |
| **0** | The character isn't well-known and the bureaucrat has no reason to want to help the character — but no reason to hinder him either. |
| **+5-10 (or more)** | The character is a known troublemaker, nuisance or criminal. The modifier applies if the character is affiliated with an organization that has that reputation. |

If the character succeeds at the roll, he gets whatever he needs done (within reason) in a shorter amount of time — up to half the normal time. If the character fails, the process takes as long as normal and longer if the character has drawn undue attention to him. The character might even be arrested on a trumped-up charge if he has been particularly obnoxious.

Remember, the bureaucracy roll is only as good as the bureaucrat the character is dealing with. Data-crunching desk-warmers can't access the same information as Citadel bureaucrats. Bullying, bribing, or rolling really high against a low-level bureaucrat will not allow you to find out when a Alliance Destroyer is leaving orbit. If he doesn't know and doesn't have any way of finding out, the best he'll be able to do is lead you to someone who might.

### Business
The character has a working knowledge of businesses and business procedures. A character skilled in *business* might want to run his own company, or knows how to convince a warehouse manager to give him a tour of a facility or to allow him to "borrow" a few things in an emergency. Characters with a high *business* skill know how much it costs companies to produce goods and will be able to negotiate for good prices direct from a company or distributor. The character probably has several contacts in the business world and can get special favors done for him if he is somewhere where the company has a lot of power.
Discovering information about businesses is also possible with the *business* skill. Most stores, shops, and markets are Easy to figure out, while factories, service facilities, and public works range from Moderate to Very Difficult depending on their complexity and how much their workers/owners/supervisors want to hide the information from the public. An Heroic *business* task would be trying to find out how much the Shadow Broker is making from legitimate companies.

### Capital Ship Gunnery
Time Taken: One round.
Specializations: Weapon type or model — disrupt torpedo, mass accelerator cannons, GARDIAN system, Javelin system
Capital ship gunnery is the "ranged combat" skill that covers the operation of all capital-scale starship weapons.
See the chapter on "Space" for more information on using this skill.

### Capital Ship Mechanics
Capital ship mechanics is a repair skill used for mechanical repairs and maintenance of a vessel, this includes all work replacing and keeping the ship in working condition.

### Capital Ship Piloting
Time Taken: One round or longer.
Specializations: Type or class of capital ship — Alliance frigate, Turian Dreadnaught
Capital ship piloting covers the operation of large combat starships such as frigates. Capital ships normally require huge crews for efficient operation, and thus the skill emphasizes both quick reflexes and disciplined teamwork. The chapter on "Space " will have more details about using capital ship piloting. For all modifiers and difficulty levels check piloting skill chart at the beginning of the chapter.

### Capital Ship Shields
Time Taken: One round.
Characters use this skill when operating shields on capital-scale starships, both military and civilian. These shields normally require large, coordinated crews for efficient operation. You can find more information about capital ship shields in the chapter "Space". Capital ship shields can be used to bring up shields — a "reaction skill" — to block enemy fire.

### Capital Ship Systems
Capital ship Systems is a programming skill used for programing all ships computer systems.

### Climb/Jump

Base difficulties for uses of this skill are included in the "Movement" chapter. Note that taking care in climbing and carrying 50% or more of the character's body weight slows the character down by two meters or more per round.

**Climb Condition Modifier**

| | |
|---|---|
| Taking care in climbing | -5 |
| Prepared for climbing | -6 |
| Carrying 25% of body weight | +3 |
| Carrying 50% of body weight | +6 |
| Carrying 100% of body weight | +15 |
| Many handholds | -10 |

**Jump Condition Modifier**

| | | | |
|---|---|---|---|
| Flat surface to flat surface | 0 | Unlimited landing area | -5 |
| Limited landing area | +5 | Almost no landing area | +10 |
| Rough, slick, or unsteady landing area | +3 or more | Uphill (more than 30 degrees) | +6 |
| Carrying 50% of own weight | +6 | Carrying 75% of own weight | +9 |
| Carrying 100% of own weight | +12 | | |

### Command

C*ommand* governs the act of convincing individuals to comply with specific directions, as well as maintaining morale during group undertakings (such as combat or building large pieces of equipment). This skill is typically used only on the game master's characters, though sometimes it may be attempted with players' characters (such situations should be role-played first, with a bonus or penalty to the *command* roll based on how well the group participated in the activity together). A high *command* roll can complement individual participants' rolls in a group activity, while a low *command* roll can impose negative modifiers.

It generally requires at least one round of planning to perform effectively. Characters can use this skill to combine their attacks. One person is designated the leader and makes the *command* roll. If successful, everyone goes on the leader's initiative. Participants make their attacks with the hit location modifier (to reflect that they're aiming for a designated location), but the target resists the combined total of all damage done to it. If the *command* roll fails, determine initiative and actions individually.

**Complexity Difficulty**

| | |
|---|---|
| Uncomplicated; imprecise | 3 |
| Easy; minimal precision required | 7 |
| Requires effort or precision | 12 |
| Difficult; requires high degree of precision | 17 |
| Requires much effort or extreme precision | 22 |
| Requires care and thoughtfulness, or exacting precision | 28 |

**Team Modifier**

| | |
|---|---|
| All members willing to follow leader's orders no matter what | -20 |
| All members willing to sacrifice life for others | -15 |
| Trained together frequently to work as unit | -10 |
| Trained together briefly to work as unit | -5 |
| Work together regularly, or willing to work together | 0 |
| Worked together on a few occasions | +5 |
| Seldom work together | +10 |
| Never worked together before, or more than half of the members hate each other | +15 |
| No interest in working together, all members despise each other, or members can't communicate with each other | +20 |

### Communications

Time Taken: One round.

Specializations: Type or model of communications unit — comlink, subspace radio.

Communications represents a character's ability to use radios, comlinks and other communications systems. While operating communication devices is normally a Very Easy task, the difficulty numbers are higher when the skill is used to descramble enemy codes and find enemy transmission frequencies. Characters may also use communications to send or receive a signal through natural hazards which disrupt communications, such as a gas cloud, heavy magnetic fields or locations with a high metal content.

**The following difficulties are for finding a specific kind of frequency:**

| | |
|---|---|
| Very Easy | Listening in on a known, registered frequency. Public communications, low-security corporate networks. |
| Easy | Listening in on a specific private frequency. Low security government communications such as emergency services. |
| Moderate | Listening in on a somewhat sensitive communication frequency. Local governments, sensitive businesses or security-conscious individuals. |
| Difficult | Tapping professionally secure channels. Mercenary or higher-level police bands. |
| Very Difficult | Listening in on military, or high-ranking government channels. |
| Heroic | Listening in on a top-secret Specter, Citadel or Cerberus frequency. |

If the signal is coded, the character can use communications to make a decoding roll. Some broadcasting devices have coding die codes, which adds to the broadcaster's communication skills when determining how difficult it is to decode the message. By comparing the results on the "Decoder Roll Chart," the character may decode none, some or all of the message.

**Decoder Roll Charts**

| Coder's roll is higher than decoder's roll by: | Decoder learns: |
|---|---|
| 6 | Nothing can be made out |
| 1-5 | Decoder makes out wrong message |

| Decoder's roll is higher than coder's roll by: | Decoder learns: |
|---|---|
| 0-3 | One or two garbled passages |
| 4-6 | About one-quarter of the information in the message |
| 7-10 | About half of the information in the message |
| 11 + | The entire message is unscrambled |

### Con

In addition to tricking people verbally, a character can use *con* to change his appearance. The character's skill total in creating the disguise serves two related purposes. First, the higher the roll, the less likely an observer will question the disguise. Second, the total becomes the difficulty number for *Perception* or *investigation* efforts to see through it. If the *investigation* check is higher than the *con* total, the disguise has been penetrated. If at any time while the character is disguised he performs an action inconsistent with the disguise, any observer has a chance to see through it. Although one character may use *con* to alter the features of another character, the disguised character must actively work at keeping up the disguise using her own *con* skill or *Perception.*

**Condition Modifier**

| | | | |
|---|---|---|---|
| Specific person | +15 | Other sex | +6 |
| Different race or species | +3 | Great age difference | +3 |
| Much larger build | +5 | Much smaller build | +10 |
| Resembles the disguise already | -5 | Using skill on another character | +6 |
| Using skill unaided | +3 | | |

### Cultures

This skill reflects knowledge of particular cultures and common cultural forms (primitive tribal civilizations tend to be somewhat similar, for example). *Cultures* skill allows a character to determine how he is expected to behave in a particular situation among a certain group of individuals. The more obscure the information or culture, the higher the difficulty. Cultural knowledge includes information about a certain group's art, history, politics, customs, rites of passage, and views on outsiders. For instance, a visitor to Tuschanka might make a *cultures* role to better understand the "*rite of passage"*.
This skill can be used for cultures of one's own species or for those of other species.

### Cybernetics

Cybernetics is an advanced skill that reflects the characters proficiency in dealing with and repairing cybernetic implants (page 73).

### Decryption

Opening locks, that don't require sleight of hand skill, fall under this skill. Also decrypting secret codes or hacking computer systems.

| Type of System Difficulty | | Access Modifier | |
|---|---|---|---|
| No special protection | 6 | Open-access device or mainframe | 0 |
| Regular security system | 12 | Networked device | 0 |
| High-quality system | 20 | Isolated device | +3 |
| High-security complex | 30 | Accessible by few people | +3 |
| Cutting-edge security measures | 31+ | Accessible by owner only | +6 |

### Demolitions

The base difficulty is stated in the explosive decryption otherwise its 10.

For extra damage and special effects, the character must spend one round per difficulty number setting up the explosives. The character also needs to indicate how much explosive she's using. If the attempt is successful, compare the skill total with the object's damage resistance total (its Toughness modified by size, thickness, flaws, supports, etc.). Items that take at least 10 points above their damage resistance total are severely damaged, if not destroyed. Items taking less than that are weakened, and another attempt may be made (with the object having a reduced damage resistance total and possibly other problems).

Remember that, while a character may think an object is constructed of one type of material, it may not be. Though this does not alter the difficulty of setting the explosive, it may change the results of special effects. For instance, an explosive set for thin wood won't do much good if that's only veneer for reinforced steel.

**Example Result Modifier**

| | |
|---|---|
| Rigging a bomb so a car explodes the next time it starts | 0 |
| Blowing something open without leaving permanent marks or burns | +5 |
| Rigging an explosion so its force goes in a specific direction | +10 |
| Rigging an explosion so that only a certain, small piece of a much larger object is damaged | +15 |
| Extra damage | +6 per +1D |

| Familiarity with Target Modifier | | Object Construction Toughness | |
|---|---|---|---|
| Very familiar or common (tree, wall) | 0 | Flimsy (plywood door) | 6 |
| Familiar (bulkhead, bridge support) | +5 | Tough (hard wooden door, most guns) | 12 |
| Unfamiliar (building of unknown construction) | +10 | Sturdy (bolted steel door, small safe) | 18 |
| Completely unknown item or construction | +20 or more | Very sturdy (a few layers of steel) | 24 |
| | | Reinforced (numerous layers of steel) | 36 |

### Dodge

Dodge is a reaction skill, it's only purpose is to be used in the Ranged Defense Value calculation.

### Electronic Devices

This skill governs the use of all electronic devices form personal data pads to elaborate computers. If a system is password protected you need to use the Decryption Skill. Without this skill a character may not use any electronic devices. Electronic Devices may be used also as a programming skill.

The base difficulty is 5.

**Condition Modifier**

| | |
|---|---|
| Character unfamiliar with the devices language | +10 |
| Character experienced with the software language | -3 |

### Energy Weapons

Energy Weapons is an advanced skill and requires Ranged skill at +6. Energy weapons are very rare the only species that uses them on a larger scale are the Geth, hence almost all energy weapons are some sort of booty.

### First Aid

First aid is initial care for injury or illness. Some illnesses and minor injuries may not require further medical care past the first aid intervention. While first aid can also be performed on all animals, the term generally refers to care of human patients. Most of the small injuries can be cured by application of Medi-Gel, First Aid also governs the use Omni-Tools with first aid capacity.

### Forgery

The *artist* skill may complement this skill, or the game master may require it to be used instead, with the appropriate *forgery* modifiers applied. Reduce the amount of time spent on creating a forgery if the character has repeatedly succeeded at making similar items in the past.

**Forgers Item Forged Difficulty**

| | | |
|---|---|---|
| Unofficial note or correspondence 12<br>*Time required:* 10 minutes or more | Signature 18<br>*Time required:* 5 minutes | Official document (pilot's license, legal tender) 24<br>*Time required:* 20 minutes or more |

| **Forgers Familiarity with Item Modifier** | | **Tools Modifier** | |
|---|---|---|---|
| Intimately familiar or has sample | -10 | Have necessary tools and some special ones | -5 |
| Somewhat familiar; has seen it quite often | -5 | Have necessary tools | 0 |
| Passingly familiar | 0 | Have some tools | +5 |
| Have only had it described + | 5 | Missing important tools | +10 or more |
| Guessing blindly | +15 | | |

| **Forgery Inspectors familiarity with Item Forged Difficulty** | | **Situation Modifier** | |
|---|---|---|---|
| Intimately familiar | 6 | Have sample | -5 |
| Moderately familiar | 12 | Have special tools for detecting forgeries | -5 |
| Unfamiliar | 18 | Item poorly forged* | 0 |
| Completely unfamiliar | 24 | Item well forged* | +5 |
| | | Item superiorly forged* | +10 |

**The game master may add the number of points above the forging difficulty to the inspector's difficulty instead of using one of these modifiers.*

### Gambling

*Gambling* doesn't affect games that are purely random, but does influence games with an element of strategy, like poker. All characters make opposed *gambling* rolls, without spending Character or Fate Points, and the highest roll wins. A character may cheat by using Character or Fate Points on the roll. The game master should consider as many "angles" as possible when using the *gambling* skill, and add these as modifiers to one or more participants' rolls.

### Grenades

*Grenade* is the skill to throw grenades. Success means the grenade hits the location it was thrown to. Failure means it lands somewhere else. This skill covers throwing other objects like rocks and balls.

### Heavy Weapons

Heavy weapons skill covers weapons like grenade or missile launchers or a flame thrower, that can be held, carried and fired by one person.

### Hide

Hide is used when you want to hide an object. The difficulty for of the attempt is usually the opponent's *Perception or Search,* either as a die roll (if the opponent is actively trying to find the object) or as a derived value equal to the number in front of the "D" in the opponent's attribute or skill times 2 and add the pips.

**Condition Modifier**

| | |
|---|---|
| Heavy rain or snow | -3 |
| Dawn, dusk, fog, many trees, large crowd, etc. | -2 |
| Night | -10 |
| Inattentive observer | -5 |
| Dense concealment (thick jungle, crowd of people in costume) | -5 |
| Many distractions (party, parade, combat) | -10 |
| Attentive observer | +6 |
| Open terrain | +6 |
| Good lighting | +6 |
| Several observers | +9 |

### Intimidation
Intimidation skill is a Knowledge based interaction skill (check beginning of this chapter – interaction skills). Using physical presence, verbal threats, taunts, or fear to influence others or get information out of them.

### Investigation
When used to research a topic, a separate roll must be made for each source checked.

**Research Situation Difficulty**

| | |
|---|---|
| Common knowledge | 7 |
| Requires searching through several sources; introductory theories | 12 |
| Sources are of varying reliability; cutting-edge information; specific information about harmless individual or event | 18 |
| Esoteric information; specific information about dangerous individual or event | 24 |

**Research Condition Modifier**

| | |
|---|---|
| Information closely guarded | +5 |
| Character unsure of information sought | +5 |
| Character knows exactly what information is sought | -5 |

\When used to figure out clues from a scene, the base difficulty is 10. The character must use *search* first to find the clues or evidence (or have them pointed out); *investigation* helps the character figure out what they mean.

**Crime Scene Situation Modifier**

| | |
|---|---|
| Information about subject/event is sketchy | +15 |
| Information about subject/event is extensive | -15 |
| Evidence is fairly clear; many clues; familiar objects with expected use | -6+ |
| Evidence is only partly clear; several clues; familiar objects with uncommon use, or unfamiliar objects with common use | 0 |
| Evidence is obscure; few clues | +3 |
| Evidence is unusual or with no apparent significance; uncommon objects with uncommon use | +6 |
| Repeatedly commits similar crimes (per crime) | -3 |
| Distance between crimes (per 80 kilometers) | +3 |
| Time between crimes (per 6 months*) | +3 |

**While the crimes may have been committed over a greater time interval, the maximum value for this modifier is +30.*

**Dice Roll Result by Crime Scene Investigation**

| | |
|---|---|
| 0–6 | Basic information about the situation (a rope was used, type of weapon). |
| 7–13 | Precise information about situation (probable manufacturing origin of evidence, small details about items in room). |
| 14–17 | Previous results plus how all items in an area were put to use. |
| 18+ | Reconstruction of events from the evidence. |

### Law Enforcement
The character is familiar with law enforcement techniques and procedures. He knows how to deal with the authorities — for example, he may be able to persuade a customs official not to impound his ship or not arrest him for a minor offense. Characters are also knowledgeable about laws. By making a successful moderate *law enforcement* skill check, the character will know whether or not

bribery, resistance or cooperation is advisable under particular circumstances. This skill covers major laws of Citadel Space or Alliance and their underlying principles. Some planets have very unusual legal systems and customs: law enforcement difficulties on these worlds should be much higher.

### Lift

At the game master's discretion, a player may make a *lift* check when his character first picks up an object. (Generally, if the object's weight would give it a difficulty equal to or greater than one-half of the character's *lift,* rounded up, or the object is being lifted hastily or under stress, the game master should require a *lift* roll.) For each round the object is carried, the character makes another check to see if she can continue to carry the object. If the player fails the roll, her character is too exhausted and must put the object down. If the character is doing anything else at the time (other than walking slowly or talking), continuing to carry the object counts as a multi- action.

***Abridged Lift Table***

| **Weight** | **Difficulty** | ***Lift Fatigue Modifier*** | |
|---|---|---|---|
| 1 kg | 1 | 1–6 rounds | 0 |
| 10 kg | 3 | 7 rounds to 3 minutes | -5 |
| 50 kg | 7 | 3–10 minutes | -10 |
| 100 kg | 12 | 10–30 minutes | -15 |
| 120 kg | 13 | 30–60 minutes | -20 |
| 200 kg | 17 | | |
| 250 kg | 18 | | |
| 500 kg | 23 | | |
| 750 kg | 28 | | |
| 1ton kg | 33 | | |
| 2tons | 34-43 | | |

**Note:** After the first hour, the character must make a check once per hour at the same difficulty as one hour. If the character fails the roll, then she must rest for twice as long as she was lifting the weight.

### Mech Operation

Mech Operation is a piloting skill (see beginning of the chapter for modifiers). Mech Operation is a skill used in two capacities. First is to control unmanned mech units by using a control panel or special software built into characters omni-tool. The second use of this skill is to steer piloted mechs like the Triton ADS.

### Medicine

Medicine is an advanced skill. It gives the character detailed understanding and applying of medical procedures, such as diagnosing illnesses, performing surgery, implanting cybernetics, cloning and can be used for making of antidotes and other drugs.

**Medicine Diagnosing and Action Difficulty**

| | | | |
|---|---|---|---|
| Determine existence of disease or injury<br>*Time required:* 1 round | 7 | Determine toxicity of substance<br>*Time required:* 1 minute | 7 |
| Determine type of disease, toxin, or injury<br>*Time required:* 1 minute | 12 | Determine medicine, procedure, or antidote required<br>*Time required:* 1 round to 1 hour | 18 |
| Determine cause<br>*Time required:* 1 day to 1 week | 24 | | |

### Melee

Melee is the skill used for fighting melee weapons like a knife, katana or a krogan battle-cleaver.

### Modding

Modding Is a special skill check the Modding chapter for specifics.

### Navigation

The base difficulty for a character to find his way around a planet is 10.

**Planetary Situation Modifier**

| | |
|---|---|
| No idea which way is north | +10 |
| General idea which way is north | 0 |
| Familiar with terrain | 0 |
| Terrain completely foreign | +5 |
| Completely lost | +10 |
| Have a compass or similar navigational tools | -5 |
| Plotting a simple course | 0 |
| Plotting a complex course | +6 |
| Plotting a dangerous course | +9 |
| Determine exact location | +15 |

**Condition Skill Modifier**

| | |
|---|---|
| Have a poorly drawn map | +3 |
| Have a sketchy but accurate map | +6 |
| Have a well-drawn map | +12 |
| Have a misleading or purposely inaccurate map | -6 (and don't know it) |

### Omni-Blade

The Omni-Blade skill is basic in using the Technical Talent Omni-Blade. The blade is activated and appears out of the combatants Omni-Tool and is a weapon in close combat. Omni-Blade skill is used just like the Melee skill for other Melee weapons.
Note: Omni-Blade skill requires the Omni-Blade talent to use and an Omni-Tool on users wrist.

### Persuasion

Persuasion in a interaction skill (check beginning of the chapter for modifiers). Influencing others or getting information out of them through bribery, honest discussion, debate, diplomacy, speeches, friendliness, flattery, or seduction. Also useful in negotiations, business transactions, and putting on performances (such as singing, acting, or storytelling).

### Planetary Systems

This skill reflects a character's general knowledge of geography, weather, life-forms, trade products, settlements, technology, government and other general information about different systems and planets. Much of this information is gained from personal experience, computer records and hearsay from others who've visited various systems. Characters specializing in particular planets have a deeper knowledge of more subtle details more than the average general database would contain. Although someone with an improved *planetary systems* skill would know that Tuschanka wastelands are home to Trasher Maws.
The *planetary systems* difficulty is based on how obscure the system is:

| | |
|---|---|
| **6** | Systems that everyone has heard of and knows something about like the Citadel. |
| **9** | Systems that most people will have heard of, but they will only know one or two things about. Earth. |
| **16** | Systems that the average person might have heard of, but they probably know nothing about. Tuschanka. |
| **20** | Very obscure systems that most people will never have heard of, or maybe they've heard of it but have no interest in learning anything about it. Ilos. |
| **24** | Systems that very few people have ever heard of, and even then, only a small percentage know anything of it beyond its name. Argos Rho Cluster. |
| **30+** | Systems that almost no one has ever heard of. The system may not even be on the star charts. An unexplored system that might have been visited by traders. Far Rim. |

**Modifiers to the Difficulty:** Modifiers depend on whether the information a character seeks is common or obscure. The more obscure the information, the more difficult it is to recall:

| | |
|---|---|
| **0** | Information is very common or easily figured out from quick observation. All natives and most visitors know this. |
| **+1-5** | Information is common, but requires some observation or investigation. All natives will know this; many visitors might. |
| **+6-10** | Information is obscure and requires detailed observation. Most natives know this information, but most visitors don't. |
| **+11-20** | Information isn't well known. Significant observation and investigation is needed to discover this. |
| **+21** | Only a select few individuals know this. The information is restricted or not well distributed to the galaxy at large. |

### Ranged

Ranged skill is used to shoot pistols, assault rifles, shotguns, submachine guns or sniper rifles, that can be held, carried and fired by one person.

### Rocket Pack Operation

Time Taken: One round or longer.
Rocket pack operation covers jet packs, rocket packs and all other mass effect propelled and gliding equipment. For all modifiers and difficulty levels check piloting skill chart at the beginning of the chapter.

### Rover Operation
Time Taken: One round or longer.
Specializations: Type or model ground vehicle — Mako, Tomkah
Rover operation covers wheeled and tracked personal transportation cars and bikes, and cargo haulers. For all modifiers and difficulty levels check piloting skill chart at the beginning of the chapter.

### Scholar
*Specializations:* Particular field of study — *archaeology, history, geology, physics.*
This skill reflects formal academic training or dedicated research in a particular field. *Scholar* also reflects a character's ability to find information through research. Characters often choose a specialization to reflect a specific area which they have studied. Specializations are subjects often taught at the great universities throughout the galaxy, including archaeology, botany, chemistry, geology, history, ftl theories, and physics. Specializations can also be topics a character can research on his own.
*Scholar* represents "book-learning," not information learned from practical experience. A character can know the various ftl theories inside and out, but this doesn't qualify him to fly starships through hyperspace (that's covered by the *navigation* skill). He might know the physical principles which make a gun fire, but that doesn't make him a better shot. Game masters can choose to allow players a limited benefit under certain circumstances — the character is applying theory in a real-world situation. For example, a character with *scholar: military tactics* (the history of tactics) normally doesn't get a bonus to *tactics* rolls, but under certain circumstances, a good *scholar: military tactics* roll might merit a small (+ 6 or so) bonus to *tactics.* Game masters should allow players to choose their own *scholar* specializations — new ones can be created at the game master's discretion. When determining a character's background, players should explain why and how they gained such academic training in a field. Like many other *Knowledge* skills, the difficulty is based on the obscurity and detail of the information sought.

### Search
When used to eavesdrop on or secretly watch an event or another character, the skill total indicates the amount of information gained from the surveillance. Use the "Observation Difficulties" table found at the beginning of this chapter. A Critical Failure could mean anything from no information obtained to being immediately spotted by the character being observed, depending on the situation.
When searching for a hidden object or person, the difficulty is generally the *hide* roll used to conceal the target. Otherwise, the base difficulty is 5, modified by the table below.
See also "Observation Skills" in this chapter for more difficulties and modifiers for this skill.

**Situation Modifier**

| | |
|---|---|
| Character knows target's exact location | 0 |
| Character knows target's approximate location | +5 |
| Character has vague information about the target or its location | +15 |
| Character has only general idea of what she's looking for; searching for small objects | +20 |
| Character has no idea what she's looking for; searching for obscure or tiny objects | +25 |
| Searching for microscopic objects* | +30 |
| **Might not be possible without special equipment or abilities.* | |

When attempting to track someone, the base difficulty is 10 or the target's *sneak* roll, if the target is actively trying to hide her trail. Characters can also use *search* to shadow a target.

**Condition Modifier**

| | |
|---|---|
| Trail is a day old | +3 |
| Trail is a few days old | +6 |
| Trail is a week old | +9 |
| Tracking during inclement weather | +6 |
| Soft dirt, mud, snow | -3 |
| Grassland | 0 |
| Forest, thin crowd | +3 |
| Rain forest, dense crowd | +6 |
| Desert, arctic wasteland, hard surface | +9 |
| Number of people being tracked (for every 2 people) | -3 |
| Tracking a wheeled vehicle | -6 |
| Per additional vehicle | -3 |

### Sensors
Time Taken: One round or longer.
Specializations: Type or model scanner — hand scanner, med diagnostic scanner, heat sensor.
Characters with the this skill can operate various kinds of sensors, including those that detect life forms, identify vehicles, pick up energy readings, and make long-distance visual readings. Sensors skill covers everything from portable hand scanners to the huge sensor arrays used on capital ships and in military bases.
**Note:** Sensors may be used as a plot devices: the characters should detect just enough to intrigue them. They'll have to personally investigate the situation to find out the whole story.
While there are plenty of sensors modifiers to choose from, don't be afraid to keep things simple! Pick a difficulty number using your judgment. If the character beats the difficulty number, he detects something; if he rolls really well, he will be able to get very detailed information. One sensors roll can be made per round: the character detects everything he rolled well enough to notice.
Sensors can perform two distinct tasks: detection and identification:
**Active mode** is when a sensor detects something, it means that it has noticed the object. The sensors can detect specific parts of a ship but cannot give you any more information on their function, for that you use passive mode.

**Passive mode** is when a sensor identifies something, it means that the sensor can identify specific things like temperature, life forms, radio waves or heat.

**Passive mode scan chart**

| | |
|---|---|
| **+5 to the difficulty to identify** | Target is using a sensor decoy, sensors detect both ship and decoy |
| **+15 or more to the difficulty** | Target ship is running silent. (See the chapter on "Space") |
| **+10 or more to the difficulty** | Ship is hiding behind planet or other massive body. |
| **+20 to the difficulty** | Ship has other mass objects, such as asteroids, to hide among. |
| **+5 to the character's roll** | Targeting a small natural body. A small asteroid. |
| **+ 10 to the character's roll** | Target is the size of a capital ship or a decent-sized asteroid. |
| **+20 to the character's roll** | Planetary or moon-sized natural body like the Citadel. |
| **+30 or more to the character's roll** | Stellar object. A star, nebula, black hole. |

If the sensor operator scans a ship with passive scanners and beats the sensors difficulty by 10 or more points, he can pick out a ship's transponder code. Of course, if the ship has a false transponder code, this information can be worthless anyway.

**Scanning Targets:** The active mode is mainly used in battle used to find better hit locations for example to disable a particular system on a running frigate or kinetic barrier emitters on a dreadnaught. The base difficulty is as always 10 but the modifiers are opposite of those for the passive mode scans. So the bigger the ship the harder it is to locate what you are looking for. After locating the system of interest you may choose to attack that specified area for additional effects, it is up to GM to determine to hit difficulty based on the vessels defense value and the location of the target. The rule of the thumb is that if you deal half of the ships hit points to a specific system u disable it.

**Scanning Planets:** Scanning for specific objects on a planet's surface can be fairly difficult.

While it's easy to find major landmarks — continents, mountain chains, inland seas and so forth — a planet's geothermal functions, the energy generated by large settlements, large concentrations of metal, and other energy sources can distort sensor readings, especially if the sensor is looking for a small facility but scanning a large area. Often, sensor operators must greatly limit their scanning area — covering perhaps a few square kilometers at a time — to find military bases, small cities and other "minor" landmarks. The basic sensors difficulty depends upon how much of the planet is being scanned. No more than half a planet may be scanned because only one hemisphere is visible at any given time.

Characters normally make a **Passive** general scan of the planet to determine basic characteristics — atmosphere type, presence of major geographic features, scans for energy readings typical of very large cities — and then conduct increasingly
detailed scans on smaller and smaller areas to determine information about interesting landmarks. These sample difficulties are for scanning from orbit and finding a specific item — such as a starport, small town, factory complex, scout base, or industrial compound — when scanning an area of a certain size.

| | |
|---|---|
| **Very Easy** | An area one square kilometer or less. |
| **Easy** | An area 100 square kilometers or less. |
| **Moderate** | An area 1,000 square kilometers or less. |
| **Difficult** | An area one million square kilometers or less. An average size nation. |
| **Very Difficult** | An area 100 million square kilometers or less. A small continent. |
| **Heroic** | One hemisphere. |

**Modifiers:**

| | |
|---|---|
| **+5-20 or more to the difficulty** | Looking for telltale energy emissions, such as emissions from spaceships. |
| **+ 10 or more to the difficulty** | Specific signal is hidden among other similar emissions or in an area where other signals will overwhelm that object's signal. (A ship flying among volcanoes to disguise its trail) |
| **+5 or more to the difficulty** | Identifying a specific life form if there are many different species in an area. |
| **+25 or more to the character's roll** | Looking for basic information. Location of major continents, planet's atmosphere and gravity, general composition of land masses. |
| **+ 10 to the character's roll** | Looking for major sources of heat, light and other energy sources; by default, other, non-energy emitting areas, such as glaciers, can be found. |
| **+5-15 to the character's roll** | Looking for major landmarks. Mountain chains, forests, large lakes, or cities. |
| **+5 or more to the character's roll** | Finding life forms if life form is known and there are massive concentrations of them(determining that humans live on a planet if there are thousands of them clustered in a small area). |
| **+5 or more to the character's roll** | Spotting or identifying a specific life form if it is very different from all other life forms around it. |
| **+10 or more to the character's roll** | Following an energy trail left by an incoming starship. |

### Shield

Shield is a combat skill and allows the player to use heavy combat shields. Normally the combat shields are used by high profile military and mercenary personnel. The shield in itself is a high density polymer that absorbs vast amounts of damage, but is also very heavy. That's why only people wearing a Medium or Heavy armor with Exoskeleton or Crusher Mods can operate this kind of defense equipment. When a character uses the shield the DV is raised by the Shield skill number.

### SkyCar Operation

Time Taken: One round or longer.

SkyCars are dangerously fast, difficult to pilot vehicles. SkyCar operation reflects a character's ability to successfully fly what is little more than a powerful engine with a seat. For all modifiers and difficulty levels check piloting skill chart at the beginning of the chapter.

### Sleight of Hand

The difficulty for a *sleight of hand* attempt is usually the opponent's *Perception* or *search,* either as a die roll (if the opponent is actively watching for tricks) or as a derived value equal to the number in front of the "D" in the opponent's attribute or skill times 2 and add the pips.

**Situation Modifier**

| | |
|---|---|
| Watchful target; few distractions | +9 |
| Observant target; light crowd | +6 |
| Suspicious target | +3 |
| Challenging act (such as palming a baseball) | +6 or more |
| Unobservant target; target constantly jostled; major distractions | -9 |
| Confused or distracted target; crowded conditions; minor distractions | -6 |
| Simple act (such as palming a tiny object or sliding a hand into one's own pocket unnoticed) | -6 or more |

Characters also may use *sleight of hand* to pick locks, but they may not attempt to do so without some kind of tools (hairpins, wire coat hanger, telekinesis, etc.). Improvised tools do not add to character's skill roll, but specialized tools will.

| **Type of Lock Difficulty** | | **Lock Condition Modifier** | |
|---|---|---|---|
| Simple key lock | 6 | Poorly constructed | -6 |
| Complex key lock | 12 | Well constructed | +2 |
| Combination lock | 18 | Military or security style | +6 |
| | | High security style | +9 |
| | | Lock blueprints and diagrams | -4 |

### Sneak

Sneak is used when you want to hide. The difficulty for of the attempt is usually the opponent's *Perception or Search,* either as a die roll (if the opponent is actively trying to find you) or as a derived value equal to the number in front of the "D" in the opponent's attribute or skill times 2 and add the pips.

**Condition Modifier**

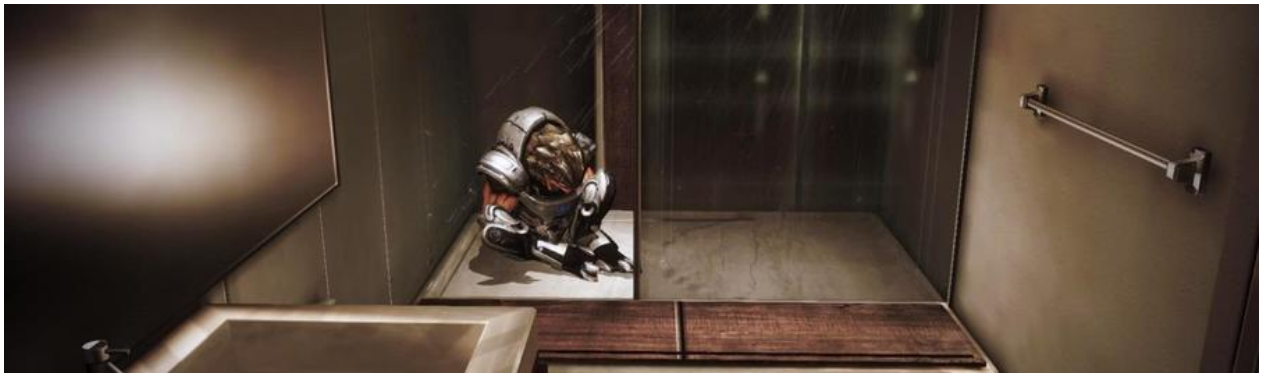
| | |
|---|---|
| Heavy rain or snow | -3 |
| Dawn, dusk, fog, many trees, large crowd, etc. | -2 |
| Night | -10 |
| Inattentive observer | -5 |
| Dense concealment (thick jungle, crowd of people in costume) | -5 |
| Many distractions (party, parade, combat) | -10 |
| Attentive observer | +6 |
| Open terrain | +6 |
| Good lighting | +6 |
| Several observers | +9 |

### Stamina

Game masters may allow a character to make a multi-action *stamina* roll to complement a strenuous activity, such as lifting or running. The difficulty equals 5 times the current fatigue modifier. The character may add one-half (rounded up) of the difference between the successful *stamina* roll and the difficulty. The strenuous activity still receives the fatigue modifier. Whenever a character fails a *stamina* roll, she is fatigued; all actions are at -3 for every *stamina* check failed until the character rests for as long as she exerted herself. Characters can still continue if they are fatigued, until they fail a third *stamina* check. At this point, the character is completely exhausted and must rest for **twice** the amount of time that she exerted herself to remove the penalty.

To avoid the effects of a toxin (inhaled, ingested, or absorbed) or disease (encountered in any manner), a character makes a *stamina* roll. Several factors figure into the difficulty of the attempt, including the deadliness and dosage of the poison in question. For example, a fatal bout of botulism has a difficulty of 9, while a killing dose of cyanide has a difficulty of 42.

Characters may attempt to counter toxins once per day. Game masters might also call for *stamina* rolls against falling asleep or unconscious. Resisting sleep is a difficulty of 5 per hour beyond the normal awake time, modified by environmental factors.



### Starship Gunnery
Time Taken: One round.
Specializations: Specific type or model weapon — disrupt torpedo or mass accelerator cannons.
Starship gunnery is the "ranged combat" skill that covers all starship-scale weapons.

### Starship Mechanics
Starship mechanics is a repair skill used for mechanical repairs and maintenance of a vessel, this includes all work replacing and keeping the ship in working condition.

### Starship Piloting
Time Taken: One round or longer.
Specializations: Type or model — SX3 Alliance Fighter, Kawloon Class Freighter.
Starship piloting is used to pilot all non-capital scale vessels like gunships, shuttles, fighters and freighters. For all modifiers and difficulty levels check movement skill chart at the beginning of the chapter.

### Starship Shields
Time Taken: One round.
Starship shields is a skill used to operate shields on all starship-scale ships. The difficulty of the roll is determined by how many fire arcs the character is trying to raise shields over (front, left, right, back). See the chapter on "Space" has more details on using this skill. Starship shields can be used to bring up shields — a "reaction skill" — to block enemy fire.

### Starship Systems
Starship systems is a programming skill used for programing all ships computer systems.

### Streetwise
*Streetwise* helps characters get around urban environments. Some situations call for seeking out those living outside the local law, while others can be handled through upstanding citizens. Generally, the modifiers are the same for each situation, but the game master should adjust them depending on the circumstances. It is possible, though generally unlikely, that a character would be well-liked by both upstanding residents and local criminals.
**Example:** In a village, a character would find it easier to gather information about a particular person (and thus the city-size modifier would be -15 instead of +15), but he might have a harder time getting someone to trust him enough to tell him about it (making the tolerance modifier +15).

**Seeking Difficulty**

| | |
|---|---|
| 4 | Things that are usually easy to find (ex., directions to the nearest police station) |
| 7 | Things that require discretion or careful investigation (ex., asking if the local law is straight or crooked) |
| 14 | Risky services; finding illegal and well-regulated items (ex., finding out an appropriate bribe for the local law) |
| 18 | Services of unusual skills; finding dangerous or carefully controlled items (ex., seeking a fence or a safecracker) |
| 28 | A specific criminal in hiding; finding items whose possession means immediate imprisonment. |

**Size of City Modifier**

| | |
|---|---|
| Large city (one million or more citizens) | 0 |
| Small city (several hundred thousand citizens) | +5 |
| Town (several thousand citizens) | +10 |
| Village (several hundred citizens) | +15 |

**Amount of Law Enforcement or Tolerance of Residents Modifier**

| | |
|---|---|
| Martial law or no tolerance for criminals or outsiders | +15 |
| Criminal activity overlooked as long as it's discreet; slight tolerance of outsiders | +10 |
| Criminal activity overlooked as long as it's not dangerous to the general public; tolerance of outsiders | +5 |
| Criminal activity overlooked as long as it's not dangerous to the local government; outsiders welcome | 0 |
| Anarchy; outsiders given same respect as residents | -10 |

**Reputation of Seeker Modifier**

| | |
|---|---|
| Never been to the location; no contacts; not trusted by local underworld or residents | +10 or more |
| Rarely visited; only passing knowledge of how the local underworld operates | +1–9 |
| Minor contacts; knows what to avoid; criminals or residents have no reason not to trust character | 0 |
| Somewhat favorably known by local underworld or residents; several contacts | -1–9 |
| Well-known and liked by underworld or residents | -10 or more |

### Swimming
Not all species have the ability to swim. This skill governs moving and surviving in a liquid medium.

### Survival
Character can rely on *survival* to figure out what to eat, where to sleep, how best to deal with native dangers, and other information needed to get out of wilderness situation alive. (Use *streetwise* for help in urban situations.)

**Situation Difficulty**

| | |
|---|---|
| Woods | 4 |
| High mountains, ocean (near floor) | 12 |
| Desert, ocean (near surface) | 15 |
| Polar region | 18 |
| Different, non-Earth-like dimension or planet | 25 |
| Space | 35 |

**Situation Skill Modifier**

| | |
|---|---|
| Has been to this location frequently | +3 |
| Has been to this location within the past 10 years | 0 |
| Has never been to this location | -3 |

### Synthetics
Most robots and mechs do not have attributes, though sophisticated ones might. Instead, skills and their specializations represent the tasks a robot can perform. The programmer must have a means of inputting information into the robot, such as a computer terminal or hand computer.

The time taken depends upon the complexity of the task — a Very Easy (5) program might take only half an hour to program, but a Very Difficult (25) one might take days or weeks to program. Once the robot has the basic skill, skill cartridges or additional programming can upgrade it.

**Program Difficulty**

| | |
|---|---|
| Specialization of a skill (3) | 5 |
| Additional +1 pip in previously programmed specialization | 10 |
| Full skill (first 3) | 15 |
| Additional +1 pip in previously programmed skill | 5 |
| An attribute (first 1D) | 25 |
| Additional +1 pip in previously programmed attribute | 15 |
| Reformatting main memory (not hardwired memory) | 15 |

**Situation Modifier**

| | |
|---|---|
| Each additional pip of skill, specialization, or attribute programmed at same time | +2 |
| Hardwired program (cannot be deleted by reformatting) | +30 |
| Reprogramming hardwired programs | +30 |
| Unfamiliar with robot type | +5 or more |
| Familiar with robot type | -5 or more |
| New skill not related to kinds of tasks robot designed to undertake | +15 or more |
| New skill somewhat related to kinds of tasks robot designed to undertake | +10 |
| New skill almost but not quite related to kinds of tasks robot designed to undertake | +5 |
| Robot has limited memory capacity | +10 or more |
| Robot has large memory capacity | -5 or more |

### Tactics
Tactics represents a character's skill in deploying military forces and maneuvering them for the best advantage. Characters can rely on it for general knowledge of how best to stage a military operation or the best response to an opponent's move in battle. *Tactics* attempts can complement *command* and combat rolls for the group the character advises. The better the result, the more details a game master should give to help the character win the battle. Hints can take the form of reminders about different moves the enemy can make, suggestions on how to maneuver the character's forces, or (for especially good rolls) risky and unanticipated moves that could throw the enemy off guard. Nonetheless, characters should keep in mind that *tactics* might
suggest a theoretically optimum solution, but the execution might not come off as well as planned. *Tactics* difficulties should be based on various factors of complexity within a battle: how many units are involved, the setting (empty space, asteroid field, planetary terrain), and the difference in training and equipment between units (battleships versus in-system defenders; trained mercenaries versus primitive natives; space military versus experienced rebels).

### Thrown Weapons
Thrown weapons is the skill used whenever a character employs a primitive thrown weapon, including throwing knives, slings, throwing spears and javelins.

### Value
This skill reflects a character's ability to gauge the fair market value of goods based on the local economy. The character can also gauge specific capabilities of and modifications made to goods with regard to performance. Using *value* often answers the question, "How much is it *really* worth?". Results often depend on the information the character already knows about that kind of merchandise. A starship dealer rattling on about a particular used-freighter might be exaggerating—although characters can make some estimation based on the starship model. If the item can be examined in person, its value is much easier to determine.

| | |
|---|---|
| **6** | Knowing that a new mech should cost about 5,000 credits. |
| **9** | Knowing that a used small transport, equipped with heavy duty weapons, should cost well over 100,000 credits; knowing that it could probably stand up to a slower starfighter, but not a customs ship. |
| **12** | Figuring out how much a modified freighter is worth, and how much better (or worse) the modifications make it. |
| **18** | Determining how much it should cost to hire a pilot to make a smuggling run where there's a high level of risk involved. |
| **24** | Determining how expensive it should be to hire a crack pilot to fly an Turian blockade ... when he knows the risks. |
| **30** | Coming up with a market price for a product in a hurry—one that isn't normally "on the market" (Citadel). Knowing how much an Salarian prototype weapon is worth. |

### Vehicle Weapons
Vehicle weapons skill is the skill used to fire vehicle-mounted weapons, especially those that are rover scale. (The weapon's description will list which skill it uses.) Vehicle blasters can also be used to fire rover scale weapons mounted on starships.

### VI
AI is the skill that governs programing and developing of artificial intelligence.
The base difficulty is 10.

| **Computer Use Situation Modifier** | | **Programming Situation Modifier** | |
|---|---|---|---|
| Open-access VI mainframe | 0 | Simple programming language | 0 |
| Networked VI | 0 | Complex programming language | +3 |
| Isolated VI | +3 | Encrypting program | +6 |
| Accessible by a few people | +3 | Program designed to do multiple tasks (per task) | +3 |
| Accessible by owner only | +6 | Has to work on many O.S.(per additional system) | +6 |
| Password protected | +3 | | |
| Firewall protection | +6 | | |
| Files encrypted | +3 or more | | |

### Weapons Repair
This skill is a repair skill (check the beginning of this chapter for modifiers), it shows the ability of the characters in repairing weaponry. All non-energy weapons and weapons not using ezzo cells as ammo may be repaired by the character.

### Willpower

*Willpower* is generally used to resist interaction attempts and mentally damaging attacks. See the "Mental Defense" sidebar at the beginning of this chapter for details. Characters with this skill may generally use it instead of *stamina* to resist fatigue, sleep, and unconsciousness, though there may be some situations the game master restricts its substitution. See the *stamina* entry in this chapter for information on difficulties. Game master can also use *willpower* (or *Knowledge*) to determine the reactions of players' and game master's characters to each other and to their surroundings. The more the game master believes that the character should be at ease or frightened, the greater the difficulty. Use the descriptions of standard difficulties to determine the level.

### Xeno Linguistics

First, determine what the character wants to express or understand and how closely the language in which she wants to express it is to her native tongue. Then, compare the difference between the skill roll and the difficulty to decide how close she came.

**Situation Difficulty**

| | |
|---|---|
| Idea is very simple, consisting of a short phrase | 3 |
| Idea is simple; no slang; children's book | 7 |
| Idea is of average complexity; most adult nonfiction | 12 |
| Idea is complex; slang involved; most adult fiction | 18 |
| Idea is very complex; technical jargon involved; academic writing | 24 |

**Situation Modifier**

| | |
|---|---|
| One or two common, basic words | -5 |
| Has a translating aid (book, computer program, electronic pocket device, hand signals)* | -5 |
| Different dialect of own language | 0 |
| Language is derived from common root language (ex., understanding Spanish if you understand French) | +5 |
| Completely foreign language (ex., Chinese has nothing in common with English) | +10 |
| Obscure language; reading lips | +15 |
| Language from a dead culture, or unpronounceable by the character trying to understand | +20 |
| Language includes many concepts nearly beyond the character's understanding or experience | +25 |

**Translation aids might provide their own bonuses, which are used instead of this.*

**Dice Roll Result by Translation**

| | |
|---|---|
| 0–3 | Gist of idea; most words understood or conveyed properly; word usage seems stilted |
| 4–8 | Literal translation; slang expressed/translated incorrectly |
| 8+ | Subtle connotations |

### Zero G Training

Zero G Training represents the proficiency of your characters ability to move in Zero G gravity and uses the modifiers and difficulties described in the Piloting Skills (page 21) at the beginning of this chapter.

# TALENTS

In Mass Effect D6 Tabletop RPG you have a variety of unique talents. Talents fall into three categories: Biotic, Combat and Tech.

**Biotic Talents** with which one can manipulate dark energy to lift objects and immobilize enemies or create force fields.

**Combat Talents** used mostly by soldiers utilizing weapons or armor combined with their training.

**Tech Talents** that are activated and controlled with an omni-tool and technical attribute, which mainly utilize technology.

All talent categories have their strong and weak sides:
Biotic adept doesn't need any equipment but has to constantly meditate and advance his talents to make them more effective.
The soldier relies on weapons and armor which limit him when he is unarmed.
The engineer who without his omni-tool can't activate his talents is also heavily dependent on technology.

**At character creation you can choose Talents based on these factors:**
**Biotic Talents:** 1 Power per "D" in Biotic Attribute and you have to meet the prerequisites.
**Combat Talents:** choose any Power you have the prerequisites (if a Character has *ranged: shotguns* +18 and *ranged: pistols* +18 they can choose the Combat Talents *Carnage* and *Marksman*).
**Tech Talents:** similar to Combat Talents, Tech Talents are chosen based on whether you meet the requirements to take a Talent (a character with any 3 Tech skills at +9 and *ranged weapons repair* +9 may choose the Tech Talents *Electronics* and *Sabotage*)

**During game play it costs 5 character points to learn a new talent.**

**Unless stated otherwise, all the talents have a 2 round "cool-down". The talents may not be used again for 2 rounds whether you succeed at those using them or not.**

**You can advance only Biotic Talents, Tech and Combat Talents are skill based!**

| In most talents there are difficulties that you have to roll against: |
|---|
| Very Easy 6+ |
| Easy 10+ |
| Moderate 16+ |
| Difficult 20+ |
| Very Difficult 26+ |
| Heroic 30+ |

# Biotic Talents

Biotic Talents are accessed by characters using implants that enhance natural abilities to manipulate dark energy. These abilities include hurling enemies around with the mind, raising shields that are resistant to enemy fire but still allow the player to fire through them, and creating small singularities that cause destructible parts of the environment to fly at enemies. Biotic Specialists manipulate the world around them through the use of dark energies and can have devastating effects on people, furniture and in truly powerful cases even vehicles and starships. Most Biotic Specialists eschew learning more mundane skills like Combat Talents and usually rely heavily on their abilities in combat situations rather than modern weapons. All characters that become Biotic start off with a natural ability to manipulate dark energy. These un-enhanced abilities are rather weak and it takes implants in the body to attune the person and allow them to effect a greater amount of dark energy to create barriers, hurl objects and freeze enemies. These implants are called Biotic Amps. There are many Biotic Amps in a person, that work together to focus the dark energy being manipulated to a more powerful force. Usually placed under the skin near the brain or nerve centers, Biotic Amps become a part of the character. Biotic Amps are not perfect, the early works of humans turned out amps that could cause tumors, schizophrenia and eventually death. Modern amps are far more stable but no Biotic Specialist forgets that amps can be a danger to their minds and bodies.

Aside from Asari and Drell all other races must have a Biotic Amp installed to use Biotic Talents.

A character with Biotic Attribute starts the Game with one Talent per 1 D in Biotics.

To increase a Biotic Attribute it costs the 3 times the D before the attribute plus any pips after the D.

Talents may be increased independently of their Biotic Attribute (ie. a character can have Biotics 3D but +8). If the Talent has yet to be improved the character spends Character equal to the Talent points he wishes to improve to.

**Most Talents are opposed rolls. This means you roll your dice in a Biotic Attribute and a particular Talent versus the targets defense roll. Each Talent tells which other skill is a defense roll against it. Some Powers have difficulty rolls based on what you want to do. Some Talents add their die code to other skills or yours or another characters defense rolls. Look at each Talent for the rules on using and defending against them.**

All races have a beginning maximum of 2D in Biotics Attribute except the Asari.

## Biotic Talents List

### Throw

***Time Taken:*** *action*
***Range:*** *10 meters for every D in Biotic attribute (additionally 2 meters for every +1 in Throw)*
***Prerequisites:*** *Biotic 1D*
This Talent allows a character to push an object or character with dark energy. Throw is used in a similar fashion to Lift but instead of being tossed up the air, targets are thrown backwards away from you. When activated the target rolls Strength and this becomes the difficulty for you to match. When used on an object the difficulty is 5 for the first 50 kg and 5 more for every 100 kg more it weights. If successful the target it thrown 5 x your Biotic die, meters away from its point of its origin.

### Resistance

***Time Taken:*** *action*
***Range:*** *personal*
***Prerequisites:*** *Biotic 1D*
When activated roll your Resistance and Biotic attribute, this becomes your defense against all Biotic and Tech attacks against you. Resistance may be sustained for -3 to all actions.

### Barrier

***Time Taken:*** *one round*
***Range:*** *personal*
***Prerequisites:*** *Biotic 1D*
After activation roll Biotic attribute, add Barrier pips and note the total. When taking damage the Barrier is consumed first, any remaining damage is inflicted normally. The Barrier protects you in a 90 degree arc from the front. Barrier may be sustained for -3 to all actions.

### Stasis

***Time Taken:*** *action*
***Range:*** *10 meters for every D in Biotic attribute (additionally 2 meters for every +1 in Stasis)*
***Prerequisites:*** *Biotic 2D*
Using energy similar to that of Throw or Lift, Stasis uses it as an inertial damper to stop movements of a target. Stasis may be used to stop a charging opponent from reaching you. It may only be used against sentient creatures. When activated, roll against the targets strength. If successful the target is stopped at a point you choose along its original path. Stasis lasts until the end of the current round. While under the effect of Stasis the target can take no further actions. If a target is in stasis it cannot be attacked, nor can it attack. After putting a target in Stasis, it may be sustained at cost of -9 to all other actions up to total number of rounds equal to the characters Biotic attribute dice.

### Pull
***Time Taken:*** *action*
***Range:*** *10 meters for every D in Biotic attribute (additionally 2 meters for every +1 in Pull)*
***Prerequisites:*** *Biotic 2D*
With Pull a character can pull one character or object towards them from a distance. If used against a character or character's weapon, roll versus the targets Strength. If used against an object the difficulty is 10 for the first 25 kg and 5 more for each 100 kg the object weights. If the roll is successful the target is pulled off their feet (if a character) or out of the character's hands (if a weapon) and glides towards the player character. Alternatively the character can try to pull him towards an object. This can only be done if the object is at least twice as heavy as the character. The difficulty is 30 if successful; the character is pulled towards the object 10m plus an additional 5 for each 5 above the difficulty.

### Warp
***Time Taken:*** *action*
***Range:*** *10 meters for every D in Biotic attribute (additionally 2 meters for every +1 in Warp)*
***Prerequisites:*** *Biotic 2D*
Warp is a biotic talent that lowers the armor of a target and increases the damage it sustains. Roll Biotic attribute and Warp against targets defense (for characters strength, for vehicles hull). If successful, the target loses 50% of his armor DR. Additionally target takes +1D damage from all attacks against it. This effect lasts one round and an additionally one round for every +5 above the targets roll.

### Warp Ammo
***Time Taken:*** *action*
***Range:*** *personal*
***Prerequisites:*** *Biotic 3D and Warp Talent*
Warp Ammo is effective against biotic barriers and health. The damage bonus is +6 added to the normal damage dice against enemies who are being affected by other biotic powers. The effect lasts for 5 rounds.

### Shield
***Time Taken:*** *action*
***Range:*** *shield 2 meters in diameter*
***Cool-down:*** *3 rounds*
***Prerequisites:*** *Biotic 3D*
Characters utilizing this talent concentrate dark energy in front of them slowing all incoming objects down. Shield protects you in a 90 degree arc from front. To activate Shield roll Biotic attribute above 14. Shield has 40 hit points, every point in Shield talent gives it additional damage reduction like armor. Shield lasts until all hit points are depleted or it's deactivated by the biotic. Shield works both ways. A biotic using this talent may not do anything else.

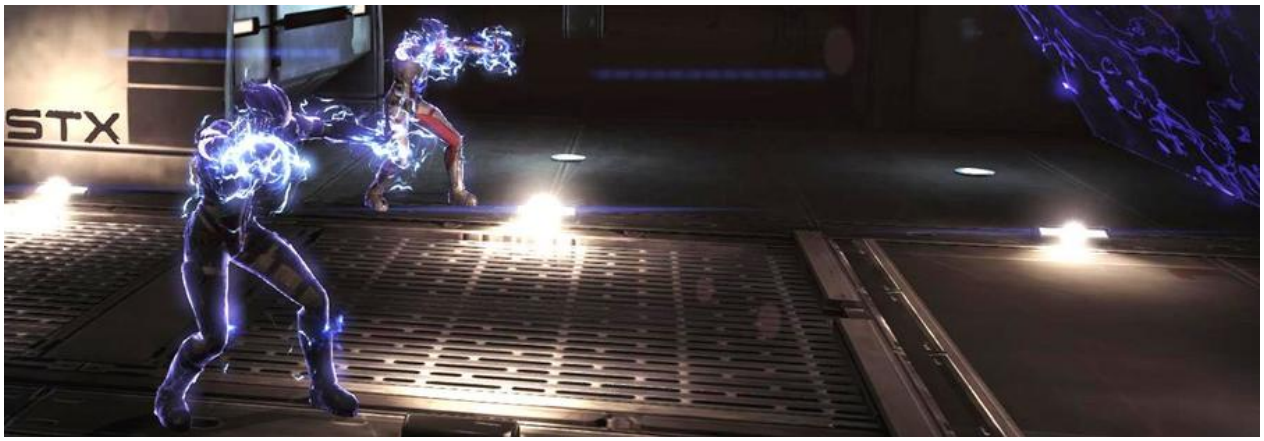
### Lift
***Time Taken:*** *action*
***Range:*** *10 meters for every D in Biotic attribute (additionally 2 meters for every +1 in Lift)*
***Area of Effect:*** *2 meters in diameter (additionally for every dice in the biotic attribute above 4D, area of effect is larger by another meter)*
***Prerequisites:*** *Biotic 3D*
This Talent allows a character to violently toss one object or person into the air. If used against another character or their weapon the defense roll is that character's Strength. If used against an object the difficulty is 10 for the first 50 kg of the object and an additional 5 for every 100 kg. If successful, the object or person is lifted to a height of D x 2 meters and floats there for the remainder of the round, falling back to the ground at the start of the next round. For every 5 points roll above the targets defense roll it floats in the air for an additional round. While floating a character must make a very difficult Dexterity test to do any actions. For every dice in the biotic attribute a character may lift one person or one object.

### Dark Channel
***Time Taken:*** *action*
***Range:*** *10 meters for every D in Biotic attribute (additionally 2 meters for every +1 in Dark Channel)*
***Prerequisites:*** *Biotic 3D*
Dark Channel shoots concentrated, persistent, damaging biotic field into an opponent in the line of sight within the range of the talent. The field deals same amount of damage as the user's biotic attribute and any points in Dark Channel talent. The power may be sustained but the user may not do anything else and has to pass a *moderate* biotic check. In the next round ignore DR of the targets armor. Only one field may be active at a time.

### Nova
***Time Taken:*** *one round*
***Range:*** *personal*
***Area of Effect:*** *1 meter for every D in Biotic attribute (additionally 1 meter for every +3 in Nova)*
***Prerequisites:*** *Biotic 3D and Barrier +9*
Nova drains your Barrier and/or Kinetic Barriers in order to do high damage to nearby enemies. Additionally it knocks back everyone around you. You have to be at brawling range to your target to successfully activate Nova. To use it you have to have activated Kinetic Barriers or using the Barrier talent. After activation all your kinetic barriers and Barrier are depleted, and the energy produced is used to create a shockwave. Everyone within range is tossed back 3 meters and has to get up. The damage dealt is equal to your Biotic dice and all pips in the Nova talent. If your Kinetic Barriers are depleted or you have no biotic Barrier active you may not activate Nova. Consequently after activating Nova, the Barrier talent goes into cool-down and you Kinetic Barriers have to be charged. This talent may be sustained for -6 to all actions.

### Protect
***Time Taken:*** *action*
***Range:*** *one chosen target within the line of sight*
***Prerequisites:*** *Resistance +9*
When activated, you transfer the effect of your Resistance roll on another sentient being. This talent may be activated and sustained for -3 to all actions and may be used whenever the chosen being is targeted by a Biotic or Tech talent.

### Shockblast
***Time Taken:*** *action*
***Range:*** *personal*
***Area of Effect:*** *2 meters for every D in Biotic attribute (additionally 1 meter for every +3 in Shockblast)*
***Prerequisites:*** *Biotic 4D*
This talent allows you to release a violent torrent of dark energies that damage and knock back nearby objects and beings. When used all objects and beings within range take damage equal to your D in Biotic attribute and pips in Shockblast talent. In addition to being damaged, for every 5 points of damage sustained, the characters and objects are pushed away 2 meters. All sentient beings have to make a moderate Dexterity (or Acrobatics) check or they fall and have to get up.



### Shockwave
***Time Taken:*** *action*
***Range:*** *20 meters for every D in Biotic attribute (additionally 5 meters for every +1 in Shockwave)*
***Area of Effect:*** *2 meters for every D in Biotic attribute (additionally 1 meter for every +3 in Shockblast)*
***Prerequisites:*** *Biotic 4D and Shockblast +6*
This talent allows you to release a violent torrent of dark energies that damage and knock back objects and beings in a selected area of effect. When used all objects and beings within the range of the shockwave take damage equal to your D in Biotic attribute and pips in Shockblast talent. In addition to being damaged, for every 5 points of damage sustained, the characters and objects are pushed away 2 meters. All sentient beings have to make a moderate Dexterity (or Acrobatics) check or they fall and have to get up.

### Sphere (Wall)
***Time Taken:*** *one round*
***Range:*** *personal*
***Area of Effect:*** *1 meter for every D in Biotic attribute*
***Cool-down:*** *3 rounds*
***Prerequisites:*** *Biotic 4D or Shield +6*
Characters utilizing this talent concentrate dark energy in front of them slowing all incoming objects down. Sphere protects you and all others inside from all directions. To activate Sphere roll Biotic attribute above 14. Sphere has 80 hit points; every point in Sphere talent gives it 2 additional damage reduction like an armor. Sphere lasts until all hit points are depleted or it's deactivated by the biotic. Sphere works both ways. A biotic using this talent may not do anything else.

### Singularity
***Time Taken:*** *one round*
***Range:*** *10 meters for every die in Biotic attribute, the target has to be in the line of sight*
***Area of Effect:*** *5 meters (additionally 1 meter for every point in Singularity)*
***Prerequisites:*** *Biotic 4D or Warp +9*
Singularity is a powerful ability, you create a dense cloud of dark energy at a point to which all objects and characters are drawn. Everyone within the area of effect must make Strength roll against your Biotic attribute and Singularity pips or be pulled towards it. The objects or characters start moving when they fail the roll and arrive at the Singularity at the end of the round in which the singularity has been activated.

### Crush
***Time Taken:*** *one round*
***Range:*** *10 meters for every die in Biotic attribute, the target has to be in the line of sight*
***Area of Effect:*** *one target*
***Cool-down:*** *3 rounds*
***Prerequisites:*** *Biotic 4D and at least 3 other Biotic Talents*
Crush allows a biotic to collapse targets armor and damage the target by it. To activate roll your Biotic attribute and Crush pips against the targets DR and Armor DR. If you succeed, the targets armor is contorted around it and does not give it protection. Additionally the DR of the armor is treated as a negative modifier to all rolls made by the target and its movement is lowered by 5. For every round the target is crushed by the armor it sustains 2D damage independent of its DR. These effects last until the target successfully removes the armor or the talent is deactivated. Each round the target may roll a moderate Strength check, if successful it can remove its armor. This armor is considered destroyed.

### Biotic Charge
***Time Taken:*** *action*
***Range:*** *10 meters for every die in Biotic attribute*
***Prerequisites:*** *Biotic 4D, Throw at +9 and Shield at +6*
Biotic Charge allows you to propel at a target with pure biotic power, striking it with incredible force. You can also charge through chasms or escape dangerous situations instantly. Biotic Charge allows traveling within the range of the talent in a straight line in one round. Additionally for every pip in Biotic Charge you get one point of DR for the remainder of that round.

### Slam
***Time Taken: action***
***Range:*** *10 meters for every die in Biotic attribute, the target has to be in the line of sight*
***Area of Effect:*** *one target*
***Prerequisites:*** *Biotic 4D, Lift +9 and Throw +9*
Slam allows you to violently toss objects and people into the air and damage them in the process. To activate roll your Biotic attribute and Lift against targets Strength or DR if it is an object. If successful the target is lifted to 5 meters above the surface and slammed to the ground with tremendous force inflicting damage equal to your Biotic attribute and Slam talent.

### Reave
***Time Taken:*** *one round*
***Range:*** *10 meters for every die in Biotic attribute, the target has to be in the line of sight*
***Area of Effect:*** *one target*
***Prerequisites:*** *Biotic 4D and Warp +9*
This talent employs mass effect fields to steal targets life force, so it only may be used on living targets (synthetics excluded). After rolling Biotic attribute and Reave against targets Strength, Reave restores health taking 5 Hit Points from the target and adding them to yours for every round Reave is sustained. When using this talent you may not do anything else.

### Dominate
***Time Taken:*** *one round*
***Range:*** *10 meters for every die in Biotic attribute, the target has to be in the line of sight*
***Area of Effect:*** *one target*
***Prerequisites:*** *Biotic 5D and 3 Biotic Talents at +11*
With an understanding of how the mind works an Adept may use Dominate to implement thoughts. Roll Biotic attribute and Dominate against targets Willpower. A success grants certain control over an individual based on how big is the difference between your roll and the targets roll. Check the chart below for the effect.

| Difference | State | Effect |
|---|---|---|
| **0-10** | **Confusion** | Target suffers -9 to all rolls for 1 round and additionally 1 round for each +3 in Dominate. |
| **11-15** | **Hypnosis** | Target will follow simple commands, such as Stop, Shutdown, Run, Drop Weapon, for 1 round and additionally 1 round for each +3 in Dominate. |
| **20+** | **Slave** | You gain complete control over an individual for 1 round and additionally 1 round for each +3 in Dominate. While under your control the individual will follow any command you give and the target is able to carry it out. |

# Combat Talents

Combat Talents increase a character's abilities with different weapons and armors. Combat Talents emphasize flexibility and damage potential, either with rifles, pistols and grenades but also with hand-to-hand combat and melee weapons. Anything that can deal damage is an extension of the Combat Specialist. The other side of the Combat Power set is based on their armor: increasing damage protection, recharging failed kinetic barriers and even limited protection of others.

**Combat Talents have a cool-down of 2 rounds unless specifically stated within the power itself.**

Combat Talents are dependent on the equipment the power is attached to. Without weapon or armor the power **cannot** be used. However, any weapon can be used for the power as long as it matches it. Activating a power does not take any time but must be done at the start of your turn within the round; however, a power that can be used as a reaction does not need to be activated and is used as any other reaction skill.

## Combat Talents List

### Marksman

***Time Taken: none***
***Prerequisites: Ranged: Pistols* +18 *(specialization)***
This power allows a character to increase their efficiency with a pistol for one well-placed shot. If the shot is successful it does increased damage. When used, roll damage twice and hit twice for no penalty.

### Carnage

***Time Taken: none***
***Prerequisites: Ranged: Shotguns* +18 *(specialization)***
*Carnage* is a devastating Talent that dramatically increases the damage of the character's next successful shotgun attack. This attack also affects an opponent within 5m to the original target left and right. When activated add your skill in Ranged: Shotguns Is added to the next attacks damage, if there is a target within 5m to the left and right he is hit to. Additionally the range of the shotgun is doubled for the purposes of this attack. Roll damage only against successful hits.
**Special:** *Carnage* has a cool-down of 3 rounds instead of the usual 2.

### Overkill

***Time Taken: none***
***Prerequisites: Ranged: Assault Rifles* +18 *(specialization)***
This Talent allows a character to fire an assault rifle far more often in a round than normally able to. When activated for every 9 points in Ranged: Assault Rifles you gain a “free” shot  per round without a negative modifier per additional action. This allows a Combat Specialist with enough skill in Ranged: Assault Rifles to fire a remarkable number of times

### Assassination
***Time Taken: one round***
***Prerequisites: Ranged: sniper rifles* +18 *(specialization)***
To activate, choose a target within range of your sniper rifle and take aim shoot, the armor is ignored. (not the kinetic barriers).
**Note:** Assassination has a cool-down of 3 rounds.

### Charge
***Time taken: one round***
***Prerequisites: Melee or Brawling + 9 (at least 5m)***
This Talent allows the character to charge at an enemy or group of enemies disregarding most of the damage. Characters DR is raised by 6 for the duration of this round.
**Note:** The character has to spend at least one action to move towards the targets.

### Disarm
***Time Taken: action***
***Prerequisites: Melee +9***
With this Talent a character can remove weapons from the hands of their opponents. Make a *melee* attack roll versus the opponents *melee parry* roll (if disarming a melee weapon). If successful, the target loses their weapon and must pick it up again, which takes an action to do.
**Special:** If you beat the opponents roll by 30, you remove the hand holding the weapon instead and the target becomes incapacitated.

### Precision
***Time Taken: none***
***Prerequisites: Grenades +9***
This Talent allows to place a thrown grenade more precisely. Grenades thrown by you have additional 1D damage.

### Combat Armor
***Time Taken: None***
***Prerequisites: Stamina +9/Stamina +12***
You ignore all Dexterity and Strength penalties for medium armor and suits. After raising stamina to +12 you ignore all Dexterity and Strength penalties for all armor suits. The tech and biotic penalties stay.

### Shield Boost
***Time Taken: action***
***Prerequisites: Combat Armor Talent***
This Talent allows you to recharge your failed kinetic barriers. To activate, make a moderate (10-15) Stamina check. If successful, recharge your kinetic barriers +3. For every 5 points above the difficulty, recharge another +3.

### Immunity
***Time Taken: action***
***Prerequisites: Shield Boost Talent***
Immunity allows you to increase the power of your kinetic barriers for a few moments and allow them to absorb more damage than they normally would. When activated, double Your Kinetic Barriers for the next round. Immunity works for one round.

### Fitness
***Time Taken: none***
***Prerequisites: Any Strength Skill at +11***
Your character ignores the Lightly Wounded negative modifiers after being hit and has only -3 modifier when Wounded.

### Assault Training
***Time Taken: none***
***Prerequisites: Lifting +11***
With this ability your character can shrug off and ignore any stun effects also those from other talents.
.

### Adrenaline Burst
***Time Taken: action***
***Prerequisites: Assault Training Talent***
Adrenaline Burst allows Talents cool-downs instantly. Make a Stamina roll against difficult (16-20), if successful any talent that is on cool-down, has its cool-down finished and is then immediately ready for use.
**Note:** Adrenaline Burst has cool-down of 5 rounds instead of the normal 2.
**Special:** Adrenaline Burst may only be used a number of times per session equal to the number of D before Strength.

### Concussive Shot
***Time Taken: action***
***Prerequisites: Marksman or Carnage or Overkill or Assassination Talent and Ranged at +9***
The character's weapon fires a single high-powered projectile which stuns the target for one round. Damage increased by +3, Tech Armor doesn't work against Concussive Shot, also the Krogan are not immune to this talent.

### Fortification
***Time Taken: one round***
***Prerequisites: Krogan Only and Immunity Talent and Stamina at +12***
Fortification reinforces armor with a non-Newtonian fluid that hardens when struck, providing a brief, huge bonus. The character gains a +12 bonus to his DR for the first damage he takes.

### Inferno Grenade
***Time Taken: one round***
***Prerequisites: Precision and Grenades at +11***
It launches a volatile grenade that explodes on impact, sending fragments flying in all directions that cause extra damage. This fire damage is effective against armor, so the armor is being lowered for the purpose of this attack by 6. Also another Positive Wild Die is added.

# Tech Talents

Your average techie in Mass Effect can repair a damaged Drive Core, reprogram a VI, apply Med gel, or even attach a cybernetic limb to someone. These are mundane abilities when compared to what a Tech Specialist can do. Through intimate knowledge of certain skills and the proper application of the Omni-Tool, a character with Tech Talents can wipe an enemy AI's programming instantly rewriting new commands with AI Hack, override a weapons heat sinks and overheat it making it useless with Sabotage, they can even apply the transmitter power of an Omni-Tool to cause misfires in an opponent neurons, possibly killing them, with Neural Shock. Much like the Combat Talents, Tech Talents are based on skill in the Tech attribute skills. The talent Sabotage for example, is gained through knowledge of how ranged weapons deal with the heat of firing rounds. With enough skill in ranged weapon repair, the Tech Specialist is able to bypass the safety features and ruin a weapon so it cannot be used against him.

**All Tech Powers require an Omni-Tool (Omni-Tools are explained in Equipment) to function. Unless otherwise stated a character cannot use a Tech Talent without an Omni-Tool.**

## Tech Talent List

### Damping

***Time Taken:*** *action*
***Range:*** *30 meters, the target has to be in the line of sight*
***Prerequisites:*** *Biotic Amp Repair* +6
With knowledge of how Dark Energy waves work you can send signals that corrupt impulses of the brainwaves. Roll Technical and Biotic Amp Repair against the targets defense (usually Willpower or Resistance). If successful the target cannot use any Biotic talent for 1 round.
**Special:** for every +6 in Biotic Amp Repair, the effect lasts an additional round.

### Hacking

***Time Taken:*** *action*
***Range:*** *personal*
***Prerequisites:*** *Synthetics +6*
With an understanding of how synthetics operate you have the ability to disrupt their targeting and defense systems. All Synthetics, mech and automatic targeting systems that are trying to hit you are affected. Roll Technical and Synthetics skill against Difficult (16-20). For every +6 in Synthetics Skill the difficulty for hitting you is raised by one level. Hacking effect lasts 1 round, and an additional round for each +3 above +6 in your Hacking talent.

### Detonate

***Time Taken:*** *one round*
***Range:*** *30 meters, the target has to be in the line of sight*
***Area of Effect:*** *3 meters*
***Prerequisites:*** *Demolitions +9*
Tech Specialists that have experience using demolition ordinances can set them off from a distance with this Talent, by flooding an area with specific radio waves and microwaves. This Talent can prematurely detonate ordinance safely from a distance. When activated, make a Very Difficult (21-30) check versus your Technical attribute and Demolitions skill. If successful any mines, grenades or bombs of your choice in the area of effect, explode dealing damage to anyone within their range.

### Sabotage
***Time Taken:*** *action*
***Range:*** *personal*
***Area of Effect:*** *3 meters*
*Cool-down: 4 rounds*
***Prerequisites:*** *Weapons Repair +9*
This Talent allows you to scramble modern ranged weapon electronics causing their damage to be weaker. To activate make a Very Difficult (21-30) check versus Technical attribute and Weapons Repair skill. If successful any opponent that targets you or any other characters within the area of effect deals less damage by 6. Sabotage lasts 3 rounds.

### Omni-Blade
***Time Taken:*** *action*
***Prerequisites:*** *Electronic Devices +6*
Although melee-combat applications for the omni-tool are almost as old as the device itself, the feature was largely unused prior to the Reaper invasion. The need to take on multiple husks in close quarters forced the Alliance to develop ways to enhance the tool's offensive capability. The most common melee design is the "omni-blade," a disposable silicon-carbide weapon flash-forged by the tool's mini-fabricator. The transparent, nearly diamond-hard blade is created and suspended in a mass effect field safely away from the user's skin.
To activate the Omni-Blade you have to roll successfully for Moderate (11-15) Electronic Devices skill, after that the blade materializes. You use Omni-Blade skill for the operation of the blade. A standard Omni-Blade deals +1D damage.

### Tech Armor
***Time Taken:*** *action*
***Range:*** *personal*
***Area of Effect****: 5 meters*
***Prerequisites:*** *Armor Repair +9*
By constant repairing of armors and their kinetic barriers a tech specialist can squeeze more juice from their own kinetic barriers. Sometimes far beyond what they normally could do, helping to absorb more damage. Make a Difficult (16-20) roll against your Technical attribute and Armor Repair skill. If successful add the same amount of points as your skill in Armor Repair to your kinetic barriers. Additionally should Tech Armor collapse, a burst of kinetic energy that stuns all within the area of effect for one round is depleted. This talent may be kept up but you suffer -3 to all non-Tech Armor rolls.
**Note:** Cool-down begins when the character lets Tech Armor drop.

### Combat Drone
***Time Taken:*** *one round*
***Range:*** *100 meters*
***Prerequisites:*** *Electronic Devices +9*
This talent spawns a tech drone that draws enemy fire and can stun targets and damage their kinetic barriers. When activated the drone spawns near the specialist. It can work in two modes automatic or guided. In automatic mode the drone advances to the nearest target and tries to stun it. If successful the drone advances to the next target and so on. In that mode the drone may be kept

up but you suffer -3 penalties to all other rolls. In the second mode the drone is steered by you and obeys your exact commands, but you can't do anything else while operating the drone. If the drone is destroyed it disintegrates into nothing. Only one drone can be active at a time. In any case all synthetics will attack the drone first and after they destroy it, they will proceed to other targets.
Combat Drone stats depend on the skill set of the tech specialist. It's move attribute is 12 and it can hover up to 5 meters above the ground.

| Skill Points in Skill | +6 | +9 | +12 |
|---|---|---|---|
| DR (depends from Armor Repair) | 3 | 6 | 9 |
| Hit Points (depend from  Repair) | 10 | 20 | 30 |
| Stun Damage (depends from Weapons Repair) | 2D | 4D | 6D |

Targets roll their Stamina skill or Strength attribute to counter the stun, if failed the target is stunned for 2 rounds.

### Electronics
***Time Taken:*** *action*
***Prerequisites:*** *3 Tech Skills at +9*
Having more experience in dealing with how technology works, you are able to increase your abilities for a few moments to do things no other techie could. Make a Technical attribute check against Moderate (11-15) difficulty, to lessen the difficulty of all tech rolls for the remainder of the current round by 2 levels. You still have the -3 modifier to all those rolls due to doing 2 actions in one round.

### Medicine
***Time Taken:*** *none*
***Prerequisites:*** *Medicine Skill +6*
Using Medicine talent heals twice the amount of hit points while using Medi-Gel.

### Neural Shock
***Time Taken:*** *one round*
***Range:*** *30 meters, the target has to be in the line of sight*
***Cool-down:*** *3 rounds*
***Prerequisites:*** *First Aid +9 and Medicine Talent*
Using their knowledge of medicine and science, a Tech Specialist can send a shockwave rippling through neurons causing severe pain to any sentient being. To activate choose sentient being and begin attuning your Omni-Tool to their particular brain wave signature, roll Technical attribute and Medicine skill against targets Willpower skill or Knowledge attribute. If successful the target is shocked for 1 round and an additional round for every 5 points above his Roll.

### Overload
***Time Taken:*** *action*
***Range:*** *30 meters, the target has to be in the line of sight*
***Prerequisites:*** *Synthetics +9 and Armor Repair +9*
Overload is best used at the beginning of a battle to give you an instant edge, allowing you to spend less time attacking an enemy's shield and more time killing them. It is effective against larger enemies like Geth Armatures or Mechs, who often fully recharge their kinetic barriers very often. Roll Technical attribute and Electronic Devices skill against targets Technical attribute (or see special rules in the NPC chapter) to shut down their kinetic barriers. The kinetic barriers will be offline for 3 rounds after that they start to regenerate. Overload automatically shuts down any kinetic barriers of a personal armor.

### Tactical Cloak
***Time Taken:*** *one round*
***Prerequisites:*** *Decryption +11 and Sabotage Talent*
Cloak is the best way of ambushing your opponent while in combat, or sneaking through hostile environments. You have the ability to change the reflection of light, thus making you "invisible". Roll Technical attribute and Decryption skill against Heroic (30+) and become invisible. Tactical Cloak lasts 6 rounds and an additional round for every 6 points you rolled above 30. If you run or take any rush or hostile action (i.e. hitting someone or making other offensive maneuver) the Tactical Cloak falls. While active all kinetic your barriers are turned off and have to regenerate in standard manner.

### AI Hack
***Time Taken:*** *one round*
***Range:*** *30 meters, the target has to be in the line of sight*
***Prerequisites:*** *AI +6 and Hacking Talent*
With an understanding of how artificial AI programming works, you can use an Omni-Tool to implement a virus that can wipe layers of programming and insert various commands. Roll Technical attribute and AI skill against the synthetics Willpower skill (or see special rules in the NPC chapter). A success grants certain access to the root commands of a synthetic based on how well you beat the opposing roll. See the chart below to see what you can do:

| | | |
|---|---|---|
| 0-10 | Corrupted Systems | Target suffers -9 to all rolls for 1 round and additionally 1 round for each +3 in AI Hack talent. |
| 11-15 | Access Basic Commands | Target will follow simple commands, such as Stop, Shutdown, Run, Drop Weapon, for 1 round and additionally 1 round for every +3 in AI Hack talent. |
| 20+ | Access Root Command System | You gain control over the synthetic for 1 round and additionally 1 round for every +3 in AI Hack talent. While under your control the synthetic will follow any command you give it. |

### Energy Drain
***Time Taken: action***
***Range:*** *30 meters, the target has to be in the line of sight*
***Prerequisites:*** *Overload and Tech Armor*
Energy Drain saps enemy's kinetic barrier power to boost yours. Roll Technical attribute and Decryption skill against the sum of targets DR and Kinetic Barriers. If successful for every 5 points of difference to your advantage, you "steal" +3 and your target loses -3 from his kinetic barriers.

### Incinerate
***Time Taken:*** *action*
***Range:*** *30 meters, the target has to be in the line of sight*
***Area of Effect:*** *1 meter per +6 in Weapons Repair*
***Prerequisites:*** *Detonate and Weapons Repair +11*
It is a high-explosive plasma round fired from the user's omni-tool. It inflicts damage to all enemies in the area of effect. Incinerate permanently stops their health regeneration and bypasses their armor. The damage this ability deals is equal to the specialists Technical attribute dies.

### Cryo Blast
***Time Taken:*** *action*
***Range:*** *30 meters, the target has to be in the line of sight*
***Prerequisites:*** *Modding +11*
When activated, the user's omni-tool fires a mass of super-cooled subatomic particles capable of snap-freezing one. Roll Technical attribute against targets Strength attribute, if successful the target is frozen for one round. For every 6 points difference to your advantage the target is frozen for another round. Frozen enemies are more susceptible to damage and lose half of their overall DR. If the target's health is low enough (33%) when frozen, it is possible to shatter it through the use of weapons or other damage dealing abilities.

### Cryo Ammo
***Time Taken:*** *action*
***Prerequisites:*** *Cryo Blast*
When activated the user's weapon has a chance of freezing enemies for a short time, preventing them from moving. Husks are instantly killed once frozen. To activate Cryo Ammo roll Technical attribute and Modding skill against Very Difficult (21-30). After successfully inflicting damage to a target, it loses 4 DR per hit. For every +6 above Very Difficult when using Cryo Ammo the target sustains additional 6 points of damage.

# Combat and Healing

Combat is an important part of Mass Effect, and these rules help you run exciting battles in your game.

Combat is normally fought in 5 second rounds.

Determine the difficulty number to hit the target. The attacking character rolls his attack skill. If the roll is higher than the difficulty number, the attack hits and causes damage.

### Ranged Combat

Each weapon description lists its damage die code and effective range. Remember, if you target an enemy beyond the weapon's effective range, the damage of the weapon is reduced to 0.

To hit a living (or synthetic) target you take its **Ranged Defense Value** and try roll higher than it, if you succeed you score a hit. If the target is at “Point Blank” range (below 3 meters you have to roll against his **Brawling or Melee Defense Value** depending on a weapon he is wielding.

For purpose of hitting an **object** you**,** follow this chart:
**Very Easy (5)** - any target within 3 meters of you is considered *"Point Blank"*.
**Easy (10)** - any target between 4 meters and 10 meters from you is considered *"Short Range"*.
**Moderate (15)** - any target between 11 meters and 20 meters is considered *"Medium Range"*.
**Difficult (20)** - any target between 21 meters and more is considered *"Long Range"*.
**Any target beyond 35 meters, is a (30) Heroic difficulty of the roll to successfully hit.**
**The GM may add difficulty regarding the surrounding situation!**

**Special: Sniper Rifles** shooting an **object** with a sniper rifle it’s a bit more complicated. You take the range of the rifle and divide it by 5. The first fifth of the range is Very Easy (5), Second fifth is Easy (10), the third fifth is Moderate (15) and the fourth fifth is Difficult (20) to hit. Everything in the last fifth is Heroic (30) or above. The GM may add to the difficulty because of other circumstances. **When firing on a living (or synthetic) targets** you use the same rules as firing other weapons (you shoot against the targets Ranged Defense Value).
Also when firing a sniper rifle you have to take one action to aim properly or your damage is lowered as written in the sniper rifle equipment table (first damage code). When aiming before shooting you get the usual -3 modifier for making two actions in one round. If you like to shoot more than one target with a sniper rifle in one round you have to take aim again and you will get another negative modifier. But if you want to shoot the same target twice you don’t need to take another aim.
**Example:** Garrus is trying to shoot an Eclipse merc with his Python Sniper Rifle. His player declares two actions in this round, first one to take aim and the second to shoot, he gets a -3 modifier to the shot and deals full damage of the sniper rifle. In the next round two more mercs come out of the cover so Garrus is trying to hit them both, he declares four actions for this round and has -9 to all shots fired -3 for the second aim and -3 for every shot taken. If Garrus was to shoot the same target twice, declaring three actions per round he would have -6 to all shots, because no additional aiming would be required for the second shot.

### Brawling & Melee Combat

Brawling covers fist fighting, martial arts or any natural weapons combat. Melee combat covers any hand-to-hand combat weapon, including swords, daggers and similar weapons. If an attack roll is higher than the defense value or a difficulty number (by objects), the attack hits, roll damage.

### Cover

You can take cover behind objects such as walls, crates and parked rovers. Add the cover modifier based on how much of you or your target is covered.

### Target is

| | |
|---|---|
| **1/4 covered** | **+3 to Difficulty** |
| **1/2 covered** | **+6 to Difficulty** |
| **3/4 covered** | **+12 to Difficulty** |

**Fully covered if cover provides protection, attacker cannot hit target directly; attacker must eliminate cover first (typically by blowing it up)**

### Scale

This game is different from other d6 systems and it doesn’t use "scales". Instead some weapons have “ignore DR” added to damage, in that case ignore the specified DRs or DRs of smaller units.

### Initiative

The character with the highest value in the characteristic goes first, and so on. Once a character has a spot in the order, it doesn’t change, regardless of how other

characteristics compare. Ties are broken by moving to the next factor and looking at those values.
The order: (1) ability or talent that allows the character to go first, (2) *Perception,* (3) *search,* (4) *Agility,* (5) *dodge,* (6) special equipment or situation that allows the character to go before another character.

### Surprise
When characters are surprised, their attacks can automatically take their first action before the "surprised" side can act. The "surprised" side cannot roll defensive skills to *dodge* or *parry* this first action.

### Quick Draw
This option allows you to act rapidly or draw and fire a weapon in the same round as one action. The weapon must be suitable for quick drawing. You must announce that you intend to draw the weapon quickly. Than you may add some of the skill number and add them to the *Initiative* for that round only, every +3 you spend gives you +1 Initiative. You must leave at least +3 in used skill. If the you want to make multiple attacks, subtract -3 for each attack beyond the first from the number of dice in the skill you are using before the determining the Initiative. You don't take a penalty for the draw. All attacks in the same round must be made with the same skill, though the results are determined differently and they all occur at the same die code because the multi-action penalty was already figured in.

### Negative Wild Die Check
When rolling to hit rolls if you roll a 1 on the Wild Die, You roll again. Normally if the result is 1, 2 or 3 the weapon Overheats, but it the result is 4,5 or 6 You miss. In the case that a weapon overheats it has to cool down for 2 rounds before it can be used again.

### Damage Wild Die
When rolling damage the wild die can only have a positive effect unlike normal Wild Die.

### Head Shots
When you declare aiming for head the difficulty is raised by +12 for the sake of that shot, and half of the damage dice become Wild Dice.

### Targeted Shots
When a character declares aiming, he can try to shoot someone's arm or leg to slow him down or make him lose his weapon. The difficulty is raised +12 for the sake of that shot, this shot cannot kill the target at most it can cripple it. The damage is normal. If shot in the leg, the target falls and has to get up, and if hit in the arm the target loses the weapon he is holding in his hand. Additional special effects are for the GM to decide.

### Damage
When an attack hits, the attacker rolls damage. **Ranged** weapons normally do a set amount of damage for example a Lancer Assault Rifle has a damage of 4D+1.
A **melee** weapon might have a damage code of MD +3, that means the attacker uses their MD and adds additional +3 to damage.
For **brawling** attacks, the attacker rolls his Brawling and ads special ability modifiers if any.
The target character subtracts his Damage Resistance, armor and kinetic barriers (of any left) from the damage taken to see how many hit points he lost and what wounds fallow.
For more information about armor and kinetic barriers go to page 64.

### Wounds & Hit Points
***Lightly Wounded*** character suffers a penalty of –3 to all rolls until first aid is applied or he rests for one 1 round.
***Wounded*** characters suffer -9 to all skills, talents and attribute rolls until he is healed or he rests for 3 rounds.
A ***Severely Wounded*** character falls prone and is knocked unconscious (stunned) for D6 minutes and has a -15 to all skill and attribute rolls until healed. A character making a *first aid* total can revive a severely wounded character. The severely wounded is now awake, but is groggy, cannot use skills and can only move half his normal rate.
An **Almost Dead** character is unconscious may be saved within few rounds (Roll Strength + Stamina) if a specialized medic is around and makes a Difficult Medicine roll or a heroic (40+) first aid roll.
A ***killed*** character is... killed. Start rolling up a new character.

| | |
|---|---|
| **Lightly Wounded** | **99%-66% -3 to All (First Aid Difficulty 10)** |
| **Wounded** | **65%-33% -9 to All (First Aid Difficulty 20)** |
| **Severely Wounded** | **32%-1% -15 to All (First Aid Difficulty 30)** |
| **Almost Dead** | **0 (First Aid Difficulty 40)** |
| **Dead** | **0<** |

### First Aid and Medicine Healing
If lightly wounded or wounded the character may perform a first aid on himself.
Lightly Wounded, Wounded and Severely Wounded characters may be healed with first aid skill. The difficulty is as in the table above. Severely Wounded and almost dead should be healed by a doctor or other specialist with the Medicine Skill. The difficulties are in the table above.

### Natural Healing
The body heals naturally during the course of the day. The more rest characters get, the faster their wounds heal. Using the "Hit Points" chart, the character rolls his *Strength* plus any appropriate Special Abilities or Disadvantages and a modifier based on how much rest she's had that day. A character gets a modifier of +12 on each full day of rest (sleeping, reading, or other sedentary activities). If she is involved in light activity, such as walking or singing, the modifier is zero. However, if most of the day is spent fighting and running, the modifier is -3. The character receives the Hit Points back at the beginning of the next day. Use the "Rest Period" chart and the character's wound level to determine how long the character needs to wait before attempting the natural healing roll.

### Hit Points Recovery by Natural Healing
| Strength Roll | Hit Points Recovered |
|---|---|
| **0** | **0** |
| **1–5** | **2** |
| **6–10** | **3** |
| **11–15** | **6** |
| **16–20** | **9** |
| **21–25** | **12** |
| **26–30** | **15** |
| **30+** | **18** |

### Rest Period Chart
| Level of Wound | Rest Period |
|---|---|
| Lightly Wounded | 1 hour |
| Wounded | 1 day |
| Severely Wounded | 1 week |

# Equipment

# Weapons

All modern infantry weapons from pistols to assault rifles use micro-scaled mass accelerator technology. Projectiles consist of tiny metal slugs suspended within a mass-reducing field, accelerated by magnetic force to speeds that inflict kinetic damage. The ammo magazine is a simple block of metal, often referred to as a "slug box". The gun's internal computer calculates the mass need to reach the target based on distance, gravity and atmospheric pressure, then shears off an appropriate sized slug from the block. A single block can supply thousands of rounds, making ammo a non-issue during any engagement.
Top-line weapons also feature smart targeting that allows them to correct for weather and environment. Firing on a target in a howling gale feels the same as it does on a calm day at the practice range. Smart targeting does not mean a bullet will automatically find the mark every time the trigger is pulled, it only makes it easier for the marksman to aim.

## Mass Accelerators

A mass accelerator propels a solid metal slug using precisely-controlled electromagnetic attraction and repulsion. The slug is designed to squash or shatter on impact, increasing the energy it transfers to the target. If this were not the case, it would simply punch a hole right through, doing minimal damage. Accelerator design was revolutionized by element zero. A slug lightened by a mass effect field can be accelerated to greater speeds, permitting projectile velocities that were previously unattainable. If accelerated to a high enough velocity, a simple paint chip can impact with the same destructive force as a nuclear weapon. However, mass accelerators produce recoil equal to their impact energy. This is mitigated somewhat by the mass effect fields that rounds are suspended within, but weapon recoil is still the prime limiting factor on slug velocity. Though most melee weapons are just pieces of metal with a sharp edge, some have mass accelerators and computers that decrease the mass of the weapon while in the motion of swinging it and then instantly increase the mass just before impact to increase its effectiveness.

## Categories

Weapons are divided into few categories: pistols, sub machineguns, shotguns, assault rifles, sniper rifles, heavy weapons, melee and shields. Those last are not a weapon but fall into this class of equipment. There are a few things you shold consider before choosing the right weapon.

**Name/Manufacturer** – Name of the weapon and the corporation or group that fabricates it.
**Cost** – Is a nominal value of a weapon, but not neccecary the price for which it can be obtained.
**Availability** – Common, uncommon or rare the more extravagant weapon the harder to find.
**Mod Slots** – How many mods can be applied to this piece of equpiement.
**Range** – How long is the effectiveness of the weapon.
**Hands** – How many hands you need to operate to use the weapon(by melee weapons).
**Clip** – The valume of a clip determines how many shots can be fired before reload.
**Trajectory**- This determines the flight path of the projectile, sometime its impossible to make that shot.
**Blast** – How big the splash damage area is.
**Damage** – How many dice of damage the weapon deals or how many pips are added to the melee damage or brawling damage.

## Pistols

This list of pistols is by no means the only ones found in the Galaxy and giving a complete list would be impractical since new weapons are added every few months.

| Name/Manufacturer | Cost | Av | MS | Range | Damage |
|---|---|---|---|---|---|
| **Edge** Elkoss Combine Pistol | 700 | Common | 1 | 20m | 3D |
| **Striker** Elanus Risk Control Services Pistol | 900 | Common | 1 | 20m | 3D+1 |
| **Judgement** Batarian State Arms Pistol | 1100 | Common | 1 | 20m | 3D+2 |
| **Harpy** Cerberus Skunkworks Pistol | 1500 | Rare | 1 | 20m | 4D |
| **Kessler** Hahne-Kedar Pistol | 1200 | Common | 1 | 25m | 3D |
| **Stiletto** Haliat Armory Pistol | 3000 | Uncommon | 2 | 25m | 3D+1 |
| **Stinger** Devlon Industries Pistol | 3500 | Uncommon | 2 | 25m | 3D+2 |
| **Executioner** Batarian Arms Pistol (Blood Pack) | 4500 | Uncommon | 1 | 25m | 4D |
| **Karpov** Rosenkov Materials Pistol | 8000 | Uncommon | 2 | 25m | 4D |
| **Razer** Kassa Fabrication Pistol | 9000 | Uncommon | 2 | 25m | 4D+1 |
| **Raikou** Ariake Technologies Raikou Pistol | 12000 | Uncommon | 2 | 25m | 4D+2 |
| **Brawler** Armax Arsenal Pistol | 25000 | Rare | 2 | 25m | 4D+2 |
| **M-3 Predator** Elanus Risk Control Services Heavy Pistol | 30000 | Uncommon | 2 | 25m | 5D |
| **M-6 Carnifex** Cerberus Skunkworks Heavy Pistol | Unknown | Rare | 2 | 25m | 5D+1 |
| **Scorpion** Special Tasks Group Heavy Pistol | 36000 | Uncommon | 2 | 25m | 5D+2 |
| **Arc** Quarian Heavy Pistol | Unknown | Rare | 2 | 25m | 6D |
| **M-5 Phalanx** Systems Alliance Heavy Pistol | Unknown | Rare | 2 | 30m | 5D |
| **M-11 Surpressor** Systems Alliance Silenced Pistol | Unknown | Rare | 2 | 30m | 5D+1 |
| **M-358 Thalon** Cerberus Skunkworks Heavy Pistol | Unknown | Rare | 2 | 30m | 5D+2 |
| **N7 Eagle** Systems Alliance Heavy Pistol | Unknown | Rare | 2 | 35m | 5D+1 |
| **M-77 Paladin** Spectre Gear Heavy Pistol | Unknown | Rare | 2 | 35m | 5D+2 |

## Submachine Guns

Lightweight and easily concealed, the submachine gun fires in long deadly bursts. Very popular with crime syndicates and mercenaries operating in urbanized areas.

| Name/Manufacturer | Cost | Av | MS | Range | Damage |
|---|---|---|---|---|---|
| **Punisher** Batarian State Arms (Blood Pack) | 800 | Uncommon | 0 | 20m | 3D+2 |
| **M-4 Shuriken** Elkoss Combine | 1000 | Uncommon | 0 | 20m | 4D |
| **M-9 Tempest** Elanus Risk Control Services | 4000 | Uncommon | 1 | 20m | 4D+1 |
| **M-12 Locust** Kassa Fabrication | 8000 | Uncommon | 1 | 25m | 4D+2 |
| **M-25 Hornet** Cerberus Skunkworks | Unknown | Rare | 2 | 25m | 5D |
| **N7 Hurricane** Systems Alliance | Unknown | Rare | 2 | 25m | 5D+1 |

## Shotguns

With high damage and short ranges, Shotguns are a fairly simple weapon that is used mostly by those without military training.

| Name/Manufacturer | Cost | Av | MS | Range | Damage |
|---|---|---|---|---|---|
| **Hurricane** Elanus Risk Control Services Shotgun | 1200 | Common | 0 | 15m | 4D+2 |
| **AT-12 Raider** Batarian State Arms Shotgun | 1600 | Common | 1 | 15m | 4D+2 |
| **Storm** Hahne-Kedar Shotgun | 2000 | Common | 1 | 15m | 5D |
| **Hydra** Cerberus Skunkworks Shotgun | 2500 | Rare | 1 | 15m | 5D |
| **Tornado** Haliat Armory Shotgun | 3500 | Common | 1 | 15m | 5D+1 |
| **M-23 Katana** Ariake Technologies Shotgun | 4500 | Uncommon | 2 | 15m | 5D+1 |
| **Viper** Hahne-Kedar Shotgun | 9000 | Uncommon | 2 | 15m | 5D+2 |
| **Firestorm** Devlon Industries Shotgun | 26000 | Rare | 2 | 15m | 6D |
| **Sokolov** Rosenkov Materials Shotgun | 18000 | Uncommon | 1 | 20m | 5D+1 |
| **Armageddon** Kassa Fabrication Shotgun | 22000 | Uncommon | 2 | 20m | 5D+1 |
| **Avalanche** Armax Arsenal Shotgun | 40000 | Uncommon | 2 | 20m | 5D+2 |
| **M-300 Claymore** Krogan Shotgun | 50000 | Rare | 2 | 20m | 6D |
| **N7 Crusader** Systems Alliance Shotgun | Unknown | Rare | 2 | 20m | 6D |
| **M-11 Wraith** Spectre Gear Shotgun | Unknown | Rare | 2 | 20m | 6D+1 |
| **Venom** Special Tasks Group Shotgun | Unknown | Rare | 2 | 20m | 6D+2 |

## Assault Rifles

The versions shown below are of a civilian hunting rifle, the typical military grade and a favored among galactic bounty hunters.

| Name/Manufacturer | Cost | Av | MS | Range | Damage |
|---|---|---|---|---|---|
| **M-8 Avenger** Elkoss Combine Assault Rifle | 3000 | Common | 1 | 35m | 4D |
| **Banshee** Elanus Risk Control Assault Rifle | 3300 | Common | 1 | 35m | 4D+1 |
| **Terminator** Batarian State Arms Assault Rifle | 3600 | Common | 1 | 35m | 4D+2 |
| **M-7 Lancer** Hahne-Kedar Assault Rifle | 4600 | Uncommon | 1 | 35m | 5D |
| **Thunder** Haliat Armory Assault Rifle | 6500 | Uncommon | 1 | 35m | 5D+1 |
| **Striker** Krogan Assault Rifle | 13000 | Rare | 1 | 35m | 5D+2 |
| **Diamond Back** Hahne-Kedar Assault Rifle | 6800 | Common | 2 | 35m | 4D |
| **Tsunami** Ariake Technologies Assault Rifle | 8000 | Common | 2 | 35m | 4D+1 |
| **Raptor** Devlon Industries Assault Rifle | 9200 | Common | 2 | 35m | 4D+2 |
| **Kovalyov** Rosenkov Materials Assault Rifle | 12000 | Uncommon | 2 | 35m | 5D |
| **Breaker** Kassa Fabrication Assault Rifle | 19000 | Uncommon | 2 | 35m | 5D+1 |
| **Torrent** Jormangund Technology Assault Rifle | 26000 | Uncommon | 2 | 35m | 5D+2 |
| **Crossfire** Armax Arsenal Assault Rifle | 36000 | Uncommon | 2 | 40m | 5D+2 |
| **M-15 Vindicator** Elanus Risk Control Assault Rifle | 46000 | Uncommon | 2 | 40m | 6D |
| **Harrier** Cerberus Skunkworks Assault Rifle | Unknown | Rare | 2 | 45m | 5D+2 |
| **M-76 Revenant** Cipritine Armory Assault Rifle | Unknown | Rare | 2 | 45m | 6D |
| **M-96 Mattock** Cerberus Skunkworks Assault Rifle | Unknown | Rare | 2 | 40m | 6D+1 |
| **N7 Typhoon** Systems Alliance Assault Rifle | Unknown | Rare | 2 | 40m | 6D+2 |
| **Phaeston** Cipritine Armory Assault Rifle | Unknown | Rare | 2 | 40m | 6D+2 |
| **N7 Valkyrie** Systems Alliance Assault Rifle | Unknown | Rare | 2 | 40m | 7D |
| **M-99 Saber** Systems Alliance Assault Rifle | Unknown | Rare | 2 | 40m | 7D |

## Sniper Rifles

Sniper Rifles have two damage codes. The first and smaller is when the weapon is fired from the hip, the second and higher is used when you spend an action during that round to aim (suffering -3 to other actions).

| Name/Manufacturer | Cost | Av | MS | Range | Damage |
|---|---|---|---|---|---|
| **Reaper** Elkoss Combine Sniper Rifle | 2500 | Uncommon | 1 | 75m | 1D+2/5D+2 |
| **Hammer** Elanus Risk Control Services Sniper Rifle | 3800 | Uncommon | 2 | 80m | 1D+2/5D+2 |
| **Avenger** Hahne-Kedar Sniper Rifle | 6500 | Uncommon | 2 | 90m | 2D/6D |
| **Titan** Cerberus Skunkworks Sniper Rifle | 8800 | Uncommon | 2 | 100m | 2D+1/6D+1 |
| **Lightning Strike** Batarian State Arms Sniper Rifle | 16000 | Uncommon | 2 | 110m | 2D+2/6D+2 |
| **Equalizer** Haliat Armory Sniper Rifle | 30000 | Rare | 3 | 120m | 3D+2/7D+2 |
| **Python** Hahne-Kedar Sniper Rifle | 14000 | Uncommon | 1 | 120m | 2D+1/6D+1 |
| **Naginata** Ariake Technologies Sniper Rifle | 16000 | Uncommon | 1 | 130m | 2D+2/6D+2 |
| **Striker** Devlon Industries Sniper Rifle | 26000 | Uncommon | 2 | 120m | 3D+1/7D+1 |
| **M-97 Viper** Rosenkov Materials Sniper Rifle | 34000 | Rare | 2 | 130m | 3D+2/7D+2 |
| **Harpoon** Kassa Fabrication Sniper Rifle | 50000 | Rare | 2 | 130m | 4D/8D |
| **Punisher** Armax Arsenal Sniper Rifle | 100000 | Rare | 2 | 130m | 4D+1/8D+1 |
| **M-92 Mantis** Devlon Industries Sniper Rifle | 120000 | Rare | 2 | 130m | 4D+2/8D+2 |
| **Helix** Jormangund Technology Sniper Rifle | 140000 | Rare | 2 | 160m | 4D+2/8D+2 |
| **M-13 Raptor** Cerberus Skunkworks Sniper Rifle | Unknown | Rare | 2 | 190m | 4D+1/8D+1 |
| **M-29 Incisor** Kassa Fabrication Sniper Rifle | Unknown | Rare | 2 | 200m | 4D+2/8D+2 |
| **M-98 Widow** Spectre Gear Sniper Rifle | Unknown | Rare | 2 | 200m | 5D/9D |

## Heavy Weapons

Heavy weapons are prohibited in Citadel space and very rare, they are mostly used by military, mercenaries and very large crime syndicates. It is very unlikely for a civilian to even encounter such a weapon. A character may carry only 1 heavy weapon at a time and the weapon cannot be attached to his armor like the rest of the smaller weapons. Rather than the universal ammunition by smaller weapons, heavy weapons consume power cells or special ammo. Clip is a special value and describes the amount of possible shots fired on one reload. The value in the brackets is the radius of the damage sphere.

| Name/Manufacturer | Cost | Av | Clip | Range | Damage |
|---|---|---|---|---|---|
| **ML-77 Missile Launcher** Armax Arsenal | 12000 | Uncommon | 10 | 75m | 7D(5m) |
| **M-100 Grenade Launcher** Elanus Risk Control | 8000 | Uncommon | 10 | 35m | 5D |
| **Firestorm Flame Thrower** Batarian State Arms | 15000 | Uncommon | 100 | 15m | 5D(2m) |
| **Blackstorm Singularity Projector** Terminus Sysytems | Unknown | Rare | 5 | 35m | Special |
| **Avalanche Freeze Gun** Heliat Armory | Unknown | Rare | 20 | 15m | Special |
| **Cain Micro Nuke Launcher** Jormangund Technology | Unknown | Rare | 1 | 75m | 17D(20m) |
| **Hydra Missile Launcher** Hehne-Kedar | 90000 | Rare | 1 | 75m | 8D(2m) |
| **Arc Projector** Cerberus Skunkworks | Unknown | Rare | 20 | 35m | Special |
| **Sync Laser Canon** Quarian Fleet | Unknown | Rare | 100 | 75m | 7D |

## Ammo

| Name/Manufacturer | Cost | Av | Blast | Trajectory | Damage |
|---|---|---|---|---|---|
| ML-77 Missile | 750 | Uncommon | 0-2/3-5 m | straight | 7D/6D |
| M-100 Frag Grenade | 500 | Uncommon | 0-2/4/6/10 m | arc | 5D/4D/3D/2D |
| M-100 Gas Grenade | 500+ | Rare | 10 m | arc | Special* |
| Micro Nuke | 200000 | Uncommon | 20 m | arc | 17D |
| Hydra Homing Missile | 1000 | Rare | 2 m | can change | 8D |
| Eezo Power Cell | 500 | Common | - | - | - |

## Special Damage

### Blackstorm Singularity Projector

This weapon is capable of creating a Singularity. The singularity is a dense cloud of dark energy at a point no more than 35 meters from the character. All objects and characters with 10m of the Singularity must make a Strength roll against 5D or be pulled towards the Singularity. The objects or characters start floating toward the singularity, when they fail the roll and arrive at the Singularity at the end of the round.

### Avalanche Freeze Gun

This weapon creates an effect like the tech talent Cryo Blast. When activated, the weapon fires a mass of super-cooled subatomic particles capable of snap-freezing a target. If the target's health is low enough (50%) when frozen, it is possible to shatter it through the use of weapons or other damage dealing abilities. Frozen enemies are more susceptible to damage (they lose half of their overall DR). If a creature is hit by the Avalanche the target rolls Strength against 5D, if unsuccessful the target is frozen for one round. When the targets health is 50% or below he gets frozen for 3 rounds.

### Arc Projector

The arc projector ionizes targets with a nonvisible laser to ready them for a high-voltage electrical attack. As the lightning-like bolt hits its first target, a sophisticated auto targeting system paints succeeding targets with the ionization laser, allowing the electricity to take the path of least resistance and arc between them. An entire enemy strike team can be shocked to death with a few pulls of the trigger, the greater the power the more enemies you hit for every 8 points of damage you hit one enemy in the radius of 3 meters. The arc projector is a powerful weapon against any synthetic or mech opponent dealing additional +3D damage. It ignores any kinetic barriers and burns them down instantly hitting all targets with 3D damage (for total of 6D against sythetics). The weapon also ignores the tech armor.

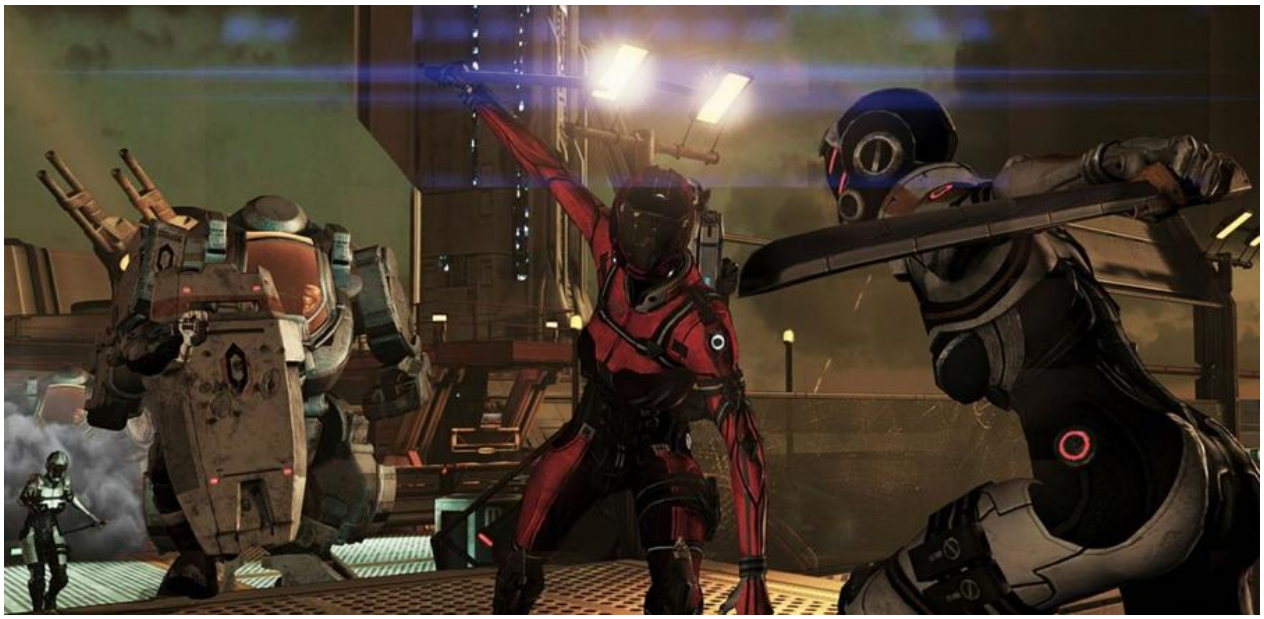
## Energy Weapons

Those weapons are very rare and mostly found damaged. When a geth is killed most of his weapons are fried along his own circuits, but sometimes one or two of those weapons fall into the hands of organics. Energy weapons have no mod slots and do not use standard ammunition, they have to be recharged. Only way for an organic to use such a weapon is to convert it for eezo power cells. The conversion is a moderate weapons repair and a moderate synthetics roll.

| Name/Manufacturer | Cost | Av | Range | Clip | Damage |
|---|---|---|---|---|---|
| **Geth Pulse Rifle** | Unknown | Rare | 45m | 300 | 5D+3 |
| **Geth Plasma Shotgun** | Unknown | Rare | 20m | 150 | 5D+5 |
| **Prothean Particle Rifle** | Unknown | Rare | 40m | 300 | 5D+6 |
| **Geth Javelin Sniper Rifle** | Unknown | Rare | 200m | 20 | 2D+6/6D+6 (no cover beside full cover) |
| **Geth Spitfire** | Unknown | Rare | 85m | 450 | 6D+4 |
| **Geth Distortion Rocket Launcher** | Unknown | Rare | 35m | 20 | 7D(blast radius 5m) |
| **Collector Particle Beam Sniper Rifle** | Unknown | Rare | 120m | 10 | 3D+2/7D+2 (ignore armor DR and KB) |
| **Reager Carabine** | Unknown | Rare | 15m | 22 | 6D(blast raidius 3m) |
| **Adas Anti-Synthetic Rifle** | Unknown | Rare | 40m | 24 | 7D(blast radius 2m) |

## Melee Weapons

Though one might think otherwise melee weapons are by no means useless in Mass Effect. The advantages of them are: the ability to bypass kinetic barriers and most are immune to the effects of a Tech Specialist since they have no moving parts or complex computer systems to fry.



| Name/Manufacturer | Cost | Av | MS | Hands | Damage |
|---|---|---|---|---|---|
| **Combat Series Dagger** Gothran | 100 | Common | 0 | 1 | MD+2 |
| **Katana** Cerberus Skunkworks | 15000 | Rare | 0 | 1 | MD+6 |
| **Krogan Battle Cleaver** | 5000 | Uncommon | 0 | 2 | MD+6 |
| **Accelerated Krogan Battle-Cleaver** Talmarr LLC | 50000 | Rare | 2 | 2 | MD+6 |
| **Acker Blade** Archon Industries Accelerator Dagger | 2000 | Common | 1 | 1 | MD+3 |
| **Razor Longsword** Gothran | 3000 | Common | 0 | 1 | MD+4 |
| **Acker Rapier** Archon Industries Accelerator | 12000 | Uncommon | 1 | 2 | MD+5 |

## Combat Shield

### Combat Shield

**Type:** One Handed Protection Device
**Scale:** Character
**Skill**: Shield
**Cost**: 9000
**Availability:** Common
**Range:** Melee
**Protection:** DR+9
**Requirements**: Heavy Armor with Motorized Joints or Crusher Exoskeleton Mods.
Combat shields are used only by the strongest members of an assault squad, mostly their users are very heavily trained combatants used to engage the enemy at minimal distance or to cover other teammates. Shields allow for a use of one-handed weapons only mostly their users have a pistol for the purpose of attack.

## Grenades

### Grenade

**Scale:** Character
**Skill:** *grenades*
**Cost:** 500 credits
**Availability:** Uncommon
**Range:** 20m
**Blast Radius:** 3m
**Damage:** 5D
This standard grenade is found among almost all militaries in the galaxy, these are usually illegal for civilians to obtain or use, which of course means most civilians with enough credits can get them without much trouble. When throwing a standard grenade you throw a standard difficulty rules for ranged attack. The grenade explodes at the end of the combat round.

### Sticky Grenade
**Skill:** *grenades*
**Cost:** 1000 credits
**Availability:** Uncommon
**Range:** 20m
**Blast Radius:** 3m
**Damage:** 5D
This grenade is found among the Special Forces. After throwing it sticks itself to a target, damaging it and any nearby enemies upon explosion. There is no way of avoiding this grenade, when you throw it you roll against enemies defense value if you success the grenade attaches itself to enemies armor and explodes at the end of the round.

### Gas Grenade
**Skill:** *grenades*
**Cost:** 500 credits +
**Availability:** Uncommon
**Range:** 20m
**Blast Radius:** 10m
**Damage:** 0
This standard gas grenade is mostly used by law enforcement forces, a standard crowd control measure used by riots and civil unrests. Gas grenades can be outfitted with many different forms of gasses.

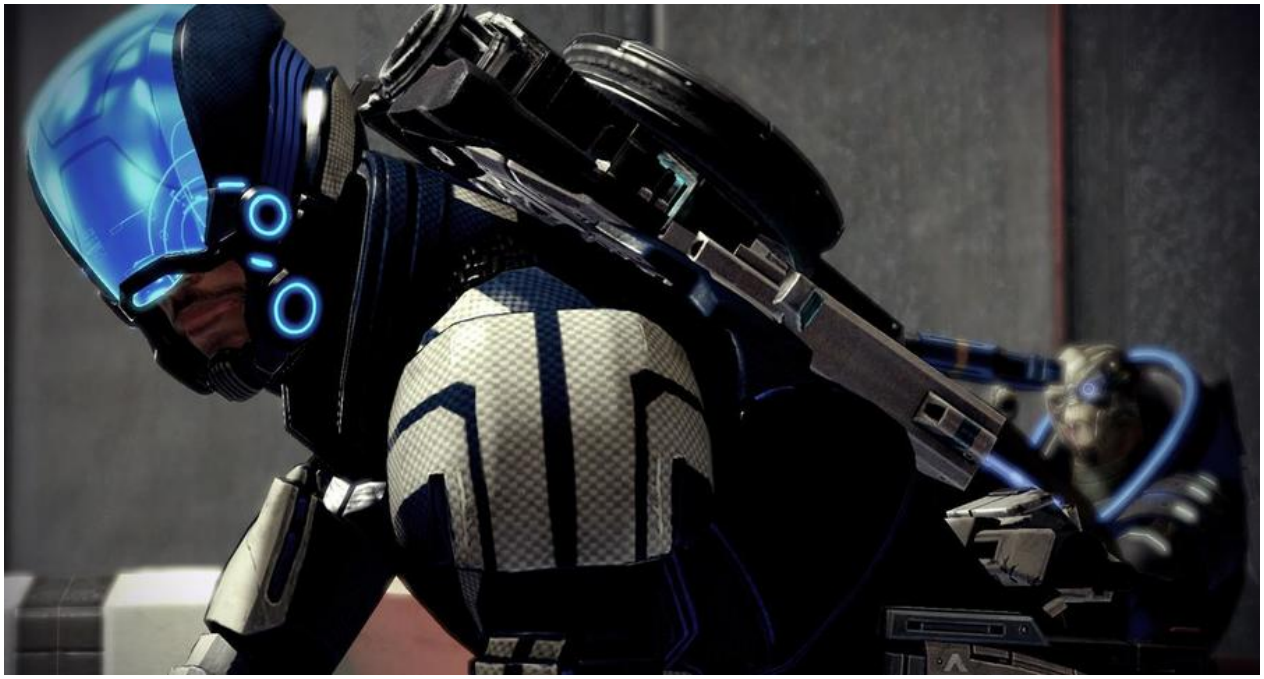
### Flashbang Grenade
**Skill:** *grenades*
**Cost:** 2500 credits
**Availability:** Uncommon
**Range:** 20m
**Blast Radius:** 3m
**Damage:** 3D
It launches a disorienting, concussive charge that inflicts minor damage and incapacitates all nearby targets. Both delicate electronics and enemy nervous systems are temporarily disabled, causing omni-tool jams, and difficulties in using biotic, combat and tech talents.
**Special:** All hit by the grenades blast lose the ability to use biotic and tech talents for 2 rounds, unless they make a very difficult (25) stamina roll.

## Explosives

### Proximity Mine
**Skill:** *grenades or demolitions*
**Cost:** 2,500 credits
**Availability:** Rare
**Range:** 20m
**Blast Radius:** 5m
**Damage:** 10D
Proximity mine packs a huge punch into a small package. Used only by military in Citadel Space, they still can be found by intrepid individuals and are a highly prized part of any bounty hunter or privateers arsenal. Proximity mines have a bigger blast radius and are known for destroying entire buildings. They have the ability to stick to surfaces and have additional range and impact detonator. If you are using the mine as a grenade, roll against enemies defense value if you success the mine attaches itself to enemies armor and explodes at the end of the round or you can choose to use another detonator to vary the effect. If you are using the mine as an explosive you roll demolitions skill to put the mine in the best spot for a greater effect.

### H-A-X
**Skill:** *demolitions*
**Cost:** 200 credits per 1D
**Availability:** Rare
**Blast Radius:** 5m
**Damage:** 1D per unit
Hailat Armory Explosive is the newest in demolitions, it's a omni-gel based explosive that can be in a solid or fluid form. Used mostly by military and on rare ocasions by turian mining companies it can be used for creating big explosions or precise cuts dependig on the need. The omni-gel component lets you decide weather the detonation is timed or per "button push". Most demolition experts use thei omni-tools to set and detonate. The base difficulty for a simple exploding charge is 10, the base difficulty for a cut charge is 15.

# Armor



## Armor and Suits

Combat hard-suits are a dual-layer system to protect the wearer. The inner layer consists of fabric armor with kinetic padding. Areas that don't need to be flexible, such as the chest or shins, are reinforced with sheets of a lightweight ablative ceramic called Dura-Tanium. Dura-Tanium, or Durable Titanium Alloy, is a thin mesh that is strong and light. It is applied in layers on the non-flexible parts of armors. Because Dura-Tanium gets stronger with each layer, it can be used in all types of armors: from non-restrictive "scout armors" that offer some defense and no movement penalties, to heavy "juggernaut" armors that can stop a large powered round, but reduced movement. The downside to Dura-Tanium is its tendency to disrupt signals from Biotic Amps or interfere with Omni-Tools at higher layers. Therefore, most Biotics and Tech Specialists abhor the heavier armors, while soldiers and those that don't use Biotics or Tech Talents employ the heavier suits. The outer layer consists of automatically-generated kinetic barriers.

Kinetic barriers, commonly called "shields", provide against most mass accelerator weapons. Whether on a starship or a soldier's suit of armor, the basic principle remains the same. Kinetic barriers are repulsive mass effect fields projected from tiny emitters. These kinetic barriers safely deflect small objects traveling at rapid velocities. This affords protections from bullets and other dangerous projects, but still allows the user to sit down without knocking away their chair. The shielding afforded by kinetic barriers does not protect against extremes of temperature, toxins or radiation. Armored combat suits are sealable to protect the wearer from extremes of temperature and atmosphere. All armors and combat suits have three weapon hardpoints two at the back of the armor and one at the hip. More weapons have to be carried in a backpack. Standard armor has 4 grenade slots. Any other grenades have to be carried in a backpack or on a special upgrade.

## Damage Protection and Kinetic Barriers

All armors have two basic stats:

Damage Protection or DR, is the number added to your own DR whenever you suffer damage, whether it be from a sword, shotgun or even a fist.

KB or Kinetic Barriers, is the number added when you suffer damage from certain sources, such as a ranged weapon, shrapnel from an explosion, or other high velocity projectiles.

When you take damage from a source that activates kinetic barriers, you add your own Damage Resistance, Damage Resistance of the Armor and Kinetic Barriers to resist the damage.

The kinetic barriers work like additional hit points that you subtract before even your DR's are applied. When your KB drop to 0 they fail and offer no more protection. But don't worry the barriers will regenerate after time. Unmodded barriers on character armors restore at a rate of 3 per round if you are not taking damage. You must last 2 rounds without taking damage for the regeneration to begin. For example, if your character is wearing a Field Vest that offers +3 DR and +3KB and gets hit by a shotgun blast for 15 damage. You add your DR(let's say 3) and your armors DR (in this case 3) and KB (also 3). You suffer 6 damage and your kinetic barriers lose fail. You now have 0 KB. If you don't take any damage in the next 2 rounds, at the end of the 2nd round you regain 3 of your kinetic barriers and can then add it to before taking next damage.

## Armor Classes and Types

Modern armors fall into three classes based on how many layers of Dura-Tanium is used, how many kinetic barrier batteries they carry and the resulting weight that comes with it. Within these classes are different types of based on how much of the body they protect, what extra abilities are standard issue.

**Armor** – Is worn mostly on class M worlds where no suits are needed. The armor provides total body cover from head to toe, it has 5 weapon hardpoints to which the weapons may be latched to. It is very rare for a civilian to carry armor, on most capital worlds you will need to possess a license to wear one.
**Light** - Armor in this category have relatively few layers of Dura-Tanium and a low number of shield emitters, resulting in lower weight and more flexibility in movement, no Biotic Amp signal degradation and no Omni-Tool lag.
**Medium** - Dura-Tanium layers and Shield emitters are higher in this category causing higher weights and impaired movements, Biotic Amp signal degradation and lag with Omni-Tools.
**Heavy** - With the most layers of Dura-Tanium and the highest number of emitters, these armors are inflexible and cause heavy Biotic Amp signal degradation and large Omni-Tool lag.
**Combat Suits** - With a helmet that can be sealed against vacuum with 1hour of breathable atmosphere standard, protection for the torso, shoulders, upper and lower arms, hands thighs and shins, and boots that can be magnetized in zero G environments. Suits can be also divided into light, medium and heavy.

**Armor Table**

| Armor | Manufacturer | C | DR | KB | Tech/Biotic | MS | Human | Salarian | Krogan | Quarian | Turian | Price |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Thermal** | Devlon Industries | L | 3 | 3 | 0 | 1 | | | turians only | | | 1000 |
| **Agent** | Aldin Labs | L | 5 | 4 | 0 | 1 | | | turians only | | | 6000 |
| **Liberator** | Devlon Industries | L | 3 | 4 | 0 | 2 | Yes | - | Yes | - | Yes | 2500 |
| **Hydra** | Aldrin Labs | L | 3 | 6 | 0 | 1 | Yes | Yes | - | - | - | 3000 |
| **Duelist** | Elanus Risk Control | L | 6 | 6 | 0 | 1 | Yes | Yes | - | - | Yes | 12000 |
| **Guardian** | Elanus Risk Control | M | 7 | 3 | -3Dex/Str,-6Bi/Tc | 1 | Yes | Yes | Yes | - | Yes | 15000 |
| **Mercenary** | Ariake Technologies | M | 7 | 6 | -6Dex/Str,-9Bi/Tc | 1 | Yes | - | Yes | - | Yes | 13000 |
| **Mantis** | Hahne-Kedar | M | 7 | 9 | -6Dex/Str,-9Bi/Tc | 1 | Yes | - | Yes | - | Yes | 15000 |
| **Scorpion** | Hahne-Kedar | M | 8 | 9 | -6Dex/Str,-9Bi/Tc | 2 | Yes | - | Yes | - | Yes | 20000 |
| **Ursa** | Hahne-Kedar | H | 9 | 9 | -9Dex/Str,-15Bi/Tc | 2 | Yes | - | Yes | - | Yes | 22000 |
| **Titan** | Rosenkov Materials | H | 12 | 6 | -9Dex/Str,-15Bi/Tc | 2 | Yes | - | Yes | - | Yes | 28000 |

**Combat Suit Table**

| Armor | Manufacturer | C | DR | KB | Tech/Biotic | MS | Human | Salarian | Krogan | Quarian | Turian | Price |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Explorer** | Devlon Industries | L | 3 | 3 | 0 | 0 | Yes | Yes | Yes | Yes | Yes | 2500 |
| **Survivor** | Devlon Industries | L | 3 | 4 | 0 | 1 | Yes | Yes | Yes | Yes | Yes | 5500 |
| **Onyx** | Aldrin Labs | L | 3 | 5 | 0 | 1 | Yes | - | Yes | Yes | Yes | 7000 |
| **Phoenix** | Sirta Foundation | L | 3 | 7 | 0 | 1 | Yes | Yes | Yes | Yes | Yes | 8000 |
| **Ajax** | Cerberus Skunkworks | L | 6 | 8 | 0 | 2 | | | humans only | | | Unknown |
| **Predator** | Hahne-Kedar | L | 6 | 9 | 0 | 2 | Yes | - | Yes | - | Yes | 16000 |
| **Assassin** | Elkoss Combine | L | 7 | 9 | 0 | 2 | Yes | Yes | - | - | Yes | 24000 |
| **Infiltrator** | Aldrin Labs | L | 7 | 6 | 0 | 2 | Yes | - | - | Yes | Yes | 22000 |
| **Silverback** | Hahne-Kedar | M | 8 | 9 | -6Dex/Str,-9Bi/Tc | 2 | | | turians only | | | 19000 |
| **Gladiator** | Elkoss Combine | M | 8 | 9 | -6Dex/Str,-9Bi/Tc | 2 | Yes | Yes | - | - | - | 34000 |
| **Phantom** | Serrice Council | M | 8 | 12 | -6Dex/Str,-9Bi/Tc | 3 | | | turians only | | | 30000 |
| **Assault** | Cerberus Skunkworks | M | 9 | 10 | -6Dex/Str,-9Bi/Tc | 3 | | | humans only | | | Unknown |
| **Terminus** | Batarian State Arms | H | 9 | 12 | -9Dex/Str,-15Bi/Tc | 2 | | | batarians only | | | 25000 |
| **Inferno** | Kassa Fabricaton | H | 9 | 9 | -9Dex/Str,-15Bi/Tc | 2 | Yes | Yes | - | - | - | 40000 |
| **N7** | Systems Alliance | H | 9 | 12 | -9Dex/Str,-15Bi/Tc | 2 | | | humans only | | | Unknown |
| **Predator X** | Armax Arsenal | H | 10 | 9 | -9Dex/Str,-15Bi/Tc | 3 | Yes | - | Yes | - | Yes | 45000 |
| **Colossus** | Kassa Fabrication | H | 10 | 12 | -9Dex/Str,-15Bi/Tc | 2 | Yes | Yes | Yes | Yes | Yes | 50000 |
| **Warlord** | Elanus Risk Control | H | 12 | 12 | -9Dex/Str,-24Bi/Tc | 3 | | | krogan only | | | 52000 |

Asari and Drell may wear the same armor and suits as humans.

# General Equipment

### Automated Turret
**Cost:** 3500
**Availability:** Uncommon
An automated turret is a portable installation that is carried and deployed by combat engineers on battlefield. They are stationary attack platforms that can lock on to any target that enters their range.
Targeting Computer: 4D+6 Range: 75 Damage:8D Ammo:100 per  Eezo Power Cell has a clip of 5 Cells.

### Binocular Goggles
**Cost:** 100
**Availability:** Common
The name says it all! The goggles give a +6 bonus to search when used at a distance. Range is line of sight. The goggles can be connected to your omni-tool providing the user with additional options available with his omni-tool.

### Carbon Thread
**Cost:** 100
**Availability:** Common
25m of high grade steel twine with a comfortable layer of rubber surrounding it makes Carbon Thread the most highly valued "rope" in Citadel Space. It can sustain a weight of 250kg without breaking.

### Data Pad
**Cost:** 15
**Availability:** Common
Used in offices or as a hand held device for data and information transfer most of the data pads have an automatic link to local area networks and information nets. Mostly used by people who don't have an omni-tool.

### Eezo Power Cell
**Cost:** 500
**Availability:** Common
Eezo power cells are commonly used in various field equipment and weapons.

### Flare
**Cost:** 20
**Availability:** Common
Flare doesn't need any gun to fire you just throw it in the air and the flare ascends up to 200 meters giving light in chosen color.

### Field Backpack
**Cost:** 550
**Availability:** Common
When activated, the field reduces the weight of all objects within it by 1/2 for up to three hours.

### Field Generator
**Cost:** 4000
**Availability:** Rare
Military grade backpack sized generator, powered by special Eezo fuel cells. Has an output of 100kW and can operate 24 hours. The Eezo Power Cells cost 500/cell.

### Field Kinetic Barrier
**Cost:** 5000
**Availability:** Uncommon
Field Kinetic Barrier is a installation that is deployed mostly by check points or barricades. It gives additional cover for the troops stationed in open spaces to take cover behind. The barrier gives +12 to Defense Value for the defender and has to be powered by a Field Generator.

### Holographic Sat Com
**Cost:** 1700
**Skill:** Communications (12)
**Availability:** Uncommon
Powerful, small in dimensions, holographic transmitter. The device enables interplanetary communication within the same planetary system. A moderate communications skill check is required to establish a com channel.

### Holographic Security Lock
**Cost:** 175
**Availability: C**ommon
1 lock ads +6 to decryption difficulty while opening a secured door.

### Medi-Gel
**Cost:** 25
**Availability:** Common
Basically Medi-Gel is a substance which after being applied on a wound, heels it much faster than naturally, for every Medi-Gel heal 6 hit points.

### Military Grade Goggles
**Cost:** 1000
**Availability:** Uncommon
The goggles give a +9 bonus to search when used at a distance. Range is line of sight. The goggles can be connected to your omni-tool providing the user with additional options available with his omni-tool. Additionally to the search bonus the goggles have 100 meters of night sight and heat vision (but not though solid walls) and flash reduction.

### Modding Workstation (Workbench)
**Cost:** 50000
**Skill:** Varied (mostly modding)
**Availability: C**ommon
The standard Workbench includes VI assisted instructions, more delicate tools and antistatic barriers to protect the items being worked on. The bench allows repairing, maintenance and modding of weapons, armor and other mechanical items.

### Multi-Cuffs
**Cost:** 100
**Availability:** Common
Multi-Cuffs were designed out of necessity of holding different species with one device, the unique build allows the c-sec officers to restrain even 4 armed aliens.

### Multi Spectral Scanner
**Cost:** 750
**Skill:** Sensors
**Availability:** Rare
Device that enables the user to detect life forms, radio waves, heat signatures, energy emissions in a range of 250 meters.

### Nano Transponder
**Cost:** 500
**Availability:** Rare
Microscopic transponder which enables to track a person or an object without being noticed. Operational radius is 1km or 200 meters in urbanized area.

### Omni-Gel
**Cost**:25
**Availability:** Common
Omni-gel is a technological material that can be obtained by breaking down unwanted items, such as weapons, armor, and such. Omni-gel is composed of common, reusable industrial plastics, ceramics, and light alloys kept in a semi-molten state. The fabrication module of an Omni-Tool can rapidly assemble small three-dimensional objects from the Omni-Gel. This allows for field repairs and modifications to most standard items, as well as the reuse of salvaged equipment.

### Ration Bar
**Cost:** 20
**Availability:** Common
Provides 3000 calories, proteins and vitamins per bar. Available in dextro- or levo-protein varieties. Normal built humanoids need only 1 bar per day, while Krogan need 2.

### Rebreather
**Cost:** 250
**Availability:** Common
A plastic facemask that covers the nose and mouth of most humanoid species, it creates a seal and has enough breathable atmosphere for 20 minutes.

### Rocket Pack
**Cost:** 2000 (500 per charge)
**Skill:** Rocket Pack Operation
**Availability:** Uncommon
"Rocket Pack" includes twin ion busters which can lift a character into the air, giving them controllable flight for 5 minutes before being refueled with Eezo cell. This requires an action to ignite and the skill *rocket pack operation* to use. Each use burns 60 seconds of fuel even if you do not fly that long. You can move up to 20 meters per round in every direction.

### Shield Generator
**Cost:** 4000
**Availability:** Uncommon
Shield Generator is a pylon that regenerates Kinetic Barriers of nearby units. It is powered by a Field Generator and can regenerate up to 6 points of Kinetic Barriers per round.

### Space Tape 2
**Cost:** 50 credits
**Availability:** Extremely Common
Developed by Talmar LLC, Space Tape 2 is a high grade synth-tape with a layer of molecular bonding glue on one side. When applied to a surface the glue begins to adhere on the atomic level creating a seal that is almost permanent and can be used to seal small to medium hull breaches. Because of a few incidents, Space Tape 2 does not bond to organic tissues, dramatically lowering the chance of lost fingers or thumbs while applying.

### Wave Dampener
**Cost:** 850
**Skill:** Electronic Devices (9)
**Availability:** Rare
Device that creates a soundless environment, any sounds inside a 5 meter radius are being suppressed.

### Welder Torch
**Cost:** 75
**Skill:** Repair (Varies)
**Availability: C**ommon
A futures welder's torch, great for sealing as well as opening inaccessible areas or containers! Dispensable, has 20 meters of welding/cutting power.

# Drugs

### Creeper
**Cost:** 550
**Availability:** Rare
Creeper is a powerful new hallucinogenic drug. Creeper forms as a dust-like mold on some strains of the high-nutrition vine ossilbir which have been grown on the human colony world of Sathur. Consumption of small quantities of this mold causes the user to experience "potent visions" or "colorful daydreams", allegedly with no ill side-effects. Since creeper was not discovered until after Sathur started growing ossilbir in late 2185, medical experts have not had a chance to study the long-term effects of using the drug.

### Eximo
**Cost:** 300
**Availability:** Uncommon
Eximo is a non-addictive narcotic used to treat stress in humans. It is often prescribed to executives and government officials who tend to overwork.

### Hallex
**Cost:** 300
**Availability:** Uncommon
Hallex is a controlled substance which induces heightened senses and extreme euphoria in those who dose themselves with it. Not much has been mentioned about this substance. The Hallex makes users less aware of what is going on and raising their desire for sex. Hallex is taken in pill form.

### Minagen X3
**Cost:** 600
**Availability:** Rare
Minagen X3 is red in color and in gas form. It is an illegal chemical that enhances biotics. The degree of enhancement is in proportion to the amount of exposure to the substance for every dose taken. However, Minagen X3 is lethal to the user in large quantities.

### O-E
**Cost:** Unknown
**Availability:** Rare
Omega-Enkaphalin is a biotic-suppressing drug secretly developed by Cerberus' Project Trapdoor in 2169 CE, omega-enkaphalin (abbreviated O-E) can be administered in small dosages to gradually reduce a biotic's powers for a limited time, although permanent damage is possible.

### Red sand
**Cost:** 250
**Availability:** Common
Red sand is a stimulant with biotic-enhancing properties. Its abuse is disproportionately high among non-biotic friends and relatives of biotics, often out of a misguided desire to understand what their loved ones are experiencing. Red sand was originally created by criminal triads on Mars from refined element zero, and may take its name from the planet. As eEezo is also used to create medicines, red sand's creation may have been a "fortunate" lab mistake. When taken nasally, red sand creates a brief but intense euphoria and gives the user very short-term telekinetic biotic abilities. Side effects include red-tinting of the user's vision, discoloration of the teeth and longer-term withdrawal symptoms. Red sand is normally sold in small bags. The slang expression for using it is "dusting up" or being "sand-blasted". Asari and batarians are immune to red sand, whilst humans are the only race confirmed to be susceptible to its effects. The batarians are known to buy addicts as slaves, when the addicts can no longer afford to support their habit. On Illium, it is legal to sell red sand as long as the vendor has a permit.

### Videlicet
**Cost:** X
**Availability:** Uncommon
Videlicet is a complex synthetic chemical that improves short-term memory and mental focus in humans.

# Piloted Mechs

### Mech Command Software
**Cost:** 5000
**Availability:** Common
Software installed in omni-tool or command console used by a mech operator, to control unmanned mechs such as YMIR or LOKI.

### Atlas
An element zero core allows the Atlas to be air-dropped onto a battlefield with minimal impact damage. Its thick armor includes a robust transparent canopy made from a polycrystalline composite proprietary to Cerberus. The Atlas is equipped with a powerful rocket launcher which deals immediate damage and then a small amount of burn damage over time and a high-power mass accelerator cannon. At close-range, it can attack with its claw arm, either by way of a short krogan-style charge, slamming it into the ground, or by picking up its target. The Atlas possesses extremely durable kinetic barriers and armor, and can shoot smoke grenades.
Skill: Mech Opetation(weapons, steering and defense values)
**Initiative:** Operators (maximum 10)
**Move:** 10
**Strength:** 8D
**DR:**18 **KB:**18 **HP:**50 **DV:** Mech Operation **BD:** Mech Operation
**Ranged Weapons:** Mass Accelerator Cannon Range:45m Damage:6D
Rocket Launcher Range:35m Damage:7D(5m)
Smoke Grenade Range:20m Special:+9 difficulty to hit when atlas covered in smoke
**Special:** Enhanced Smoke and Night Vision no negative modifiers.
Explodes when brought under 0 HP the pilot ejects.
Can be dropped form a flying vehicle or dropship from 500 meters with no damage.

### Triton ADS
The Triton ADS that resembles an Atlas mech and is armed with a rocket launcher and mass accelerator cannon for ground combat situations, but is also capable of underwater exploration. While underwater, it can launch flares. It also has emergency boosters on its back to facilitate rapid ascent to the surface if needed.
**Initiative:** Operators (maximum 10)
**Move:** 10(15 underwater)
**Strength:** 8D
**DR:**14 **KB:**12 **HP:**50 **DV:** Mech Operation **BD:** Mech Operation
**Ranged Weapons:** Mass Accelerator Cannon Range:45m Damage:6D
Rocket Launcher Range:35m Damage:7D(5m)
**Special:** Enhanced Smoke and Night Vision and Underwater Vison no negative modifiers.
May be used for underwater exploration.
Emergency boosters give up to 50 move for up to 1 minute.
Has underwater sensor capabilities like a Multi Spectral Scanner.

# Omni-Tech

Omni-Tools and Omni-Gel are part of the Omni-Tech.
Omni-Gel is composed of common, reusable industrial plastics, ceramics, and light alloys kept in a semi-molten state. Being able to render non-essential upgrades and weapons into Omni-Gel allows them to remain useful while reducing weight. Omni-Gel can be obtained by breaking down unwanted items, such as weapons, armor, and upgrades. By breaking a weapon or other, a character gains one unit of Omni-Gel. A repair roll is required if successful the item becomes useless and Omni-Gel is obtained, if the roll is failed no Omni-Gel is obtained but the item is no longer usable. A standard difficulty is Moderate, modified by the complexity of the Tech being transformed into Omni-Gel. Only small to medium objects can be transformed. Omni-Tools can only fabricate simple materials, they can't manufacture complex components, so a person with no subject matter knowledge won't be able to fully use the benefits of a Omni-Tool. That's why if a whole system on a starship brakes down or gets destroyed you will still need spare parts. Also when making repairs with an Omni-Tool you always use some Omni-Gel depending on the complexity of the repair and amount of the materials needed. Obviously some technology is Omni-Tech resistant, for example security doors and locks.

## Omni-Tools

Omni-Tools are handheld devices that combine a computer micro frame, sensor analysis pack, and manufacturing fabricator.
Omni-Tool can be used to analyze and adjust the functionality of most standard equipment, including weapons and armor, from a distance. The fabrication module can rapidly assemble small three-dimensional objects from commonreusable industrial plastics, ceramics and light alloys. This allows for field repairs and modifications to most standard items, as well as reuse of salvaged equipment. Omni-Tools are needed for all *Tech* based skills (basic and advanced) and all Tech Talents.
A character without an Omni-Tool suffers -6 to all *Tech* skills and cannot use Tech Talents. A character may have more than one Omni-Tool on them, but only one may be active at a time. It takes no time to shut one Omni-Tool down and start another up, but its takes the new one 30 seconds (5 rounds) to build the holographic interface and begin functioning, until then the character cannot use Tech skills, basic, specialized or advanced, or Talents and the tools bonuses do not begin until the interface is finished initializing.
**Civilian functions:** Flashlight, camera, video, audio and holographic communication (up to 50 km), video games
**Commercial functions:** Simple repair tools, programming and hacking, converting items into omni-gel(1 item = 1 gel after Difficult Electronic Devices roll), manufacturing objects in real time
**Military functions:** Multi spectral scanner, using tech talents, applying upgrades to items, melee weapon, audio and holographic communication (up to 200 km)

**Aldin Labs Bluewire Tool Series**
**Cost:** 100 credits
**Tech Skill Bonus:** none
**Tech Talent Bonus:** none
**Availability:** Common
**Functions:** Civilian

**Elkoss Combine Cipher Tool Series**
**Cost:** 6000 credits
**Tech Skill Bonus:** +4 all repair skills
**Tech Talent Bonus:** 0
**Availability:** Common
**Functions:** Civilian and Commercial
**Special:** 6 medi-gel slots, 20 omni-gel slots

**Sirta Foundation Chameleon Tool Series**
**Cost:** 12000 credits
**Tech Skill Bonus:** +4 to all repair skills and +2 to communications and sensors skill
**Tech Talent Bonus:** +0
**Availability:** Common
**Functions:** Civilian and Commercial
**Special:** 6 medi-gel slots, 30 omni-gel slots

**Ariake Technologies Logic Arrest Tool Series**
**Cost:** 18000 credits
**Tech Skill Bonus:** +4 to all repair skills and first aid skill
**Tech Talent Bonus:** +2
**Availability:** Uncommon
**Functions:** Civilian, Commercial and Military
**Special:** 18 medi-gel slots, 20 omni-gel slots

**Serrice Council Savant Omni-Tool Series**
**Cost:** 30000 credits
**Tech Skill Bonus:** +4 to all repair, electronic devices and decryption skills
**Tech Talent Bonus:** +4
**Kinetic Barrier Boost:** +2
**Availability:** Uncommon
**Functions:** Civilian, Commercial and Military
**Special:** 9 medi-gel slots, 40 omni-gel slots

**Armali Coucil Nexus Series**
**Cost:** 60000
**Tech Skill Bonus:** +4 to all repair, electronic devices, decryption, sensors and communication skills
**Tech Talent Bonus:** +4
**Kinetic Barrier Boost:** +6
**Availability:** Extremely Rare
**Functions:** Civilian, Commercial and Military
**Special:** 18 medi-gel slots, 90 omni-gel slots

# Biotic Amps

Biotic Amps or Wetware is a small attachment that hooks around the ear or at the base of head, plugging into existing implant and increases the signal generation and response time of internal amplifiers, which can get more powerful effects. A character can have only one wetware active at a time and it takes 5 minutes for a new one to synch with the characters biotic implants.

**Armax Arsenal Gemini**
**Cost:** 10000 credits
**Biotic Attribute Bonus:** +2 to all Biotic Talents
**Cooldown Bonus:** 0
**Duration Bonus:** 0
**Availability:** Uncommon

**Aldrin Labs Solaris**
**Cost:** 25000 credits
**Biotic Attribute Bonus:** +2 to all Biotic Talents
**Cooldown Bonus:** 0
**Duration Bonus:** +1 round
**Availability:** Uncommon

**Sirta Foundation's Unity**
**Cost:** 50000 credits
**Biotic Attribute Bonus:** +4 to all Biotic Talents
**Cooldown Bonus:** 0
**Duration Bonus:** +1 round
**Availability:** Rare

**Kassa Fabrication Polaris**
**Cost:** 100000 credits
**Biotic Attribute Bonus:** +4 to all Biotic Talents
**Cooldown Bonus:** All Biotic Talent cooldowns take 50% of the normal time
**Duration Bonus:** +2 rounds
**Availability:** Rare

**Serrice Council Savant**
**Cost:** 2000000 credits
**Biotic Attribute Bonus:** +6 to all Biotic Talents
**Cooldown Bonus:** All Biotic Talent cooldowns take 50% of the normal time
**Duration Bonus:** +2 rounds
**Availability:** Very Rare

# Modding

Mods are applied to assault rifles, shotguns, sniper rifles, submachine guns, heavy pistols and armor or some melee weapons. Available mods include high-caliber barrels, scopes, and different ammo types, among others. Only two mods can be applied to a weapon at a time, and the same mod cannot be applied twice to a single weapon. Once a weapon mod is found, it may be applied to a weapon of the applicable type at a work bench or on the field depending on the level of the mod.
**Mod Slots** are is a representation of how much and how sophisticated a weapon or a armor modifications can be. Weapons may have 2 mod slots and armors 3.
**Attaching** is the act of placing a mod in a piece of equipment that doesn't already have one. **Swapping** is changing one mod with another that's already in the item.
**Mod Levels** indicate the sophistication of a particular mod:
**Level 1** mods are easily attached or swapped and do not require a work bench.
**Level 2** mods are more complex but also easily exchangeable so do too do not need a work bench.
**Level 3** mods are the most advanced and drastically change the characteristics of piece of equipment. These mods have to be installed on a work bench.
**Work benches** can be found at specialized shops, military and law enforcement posts or armorers. If you are installing a level 1 or level 2 mod you have a benefit of +3 to your modding skill roll. The standard Workbench includes VI assisted instructions, more delicate tools and antistatic barriers to protect the items being worked on, more expensive benches have better tools, faster processing of issues and various other items needed by techs.
**Modding skill difficulties** depend on the level of the mod installed:
Level 1 ranged weapon mods do not require a modding roll, attaching a level 1 mod takes a round, a swap takes 3 rounds.
Level 1 melee weapon and armor mods require a Very Easy modding roll, attaching a level 1 mod takes a round, a swap takes 3 rounds.
Level 2 mods require a Moderate modding roll, attaching a level 2 mod takes up to a minute, a swap takes up to 3 minutes.
Level 3 mods require a Very Difficult modding roll, attaching a level 3 mod may take form 5 minutes to one hour, a swap takes respectively longer.
The modding skill difficulties may change due to the situation the players find themselves in. Swapping a mod midst a firefight may prove much more difficult than in a quite armorers workshop.
It is impossible to swap level 2 and level 3 modes without the technical: modding skill.

## Ranged Weapon Mods

From increased processing power for your weapons onboard computer system that increase its targeting, a prototype barrel that adds force to the ammunition and even a new scope for your sniper rifle are all types of mods for your weapon.
***Combat Optics*** can include ram for the processing of the onboard computer, uploaded schematics of the current area, even a live feed of the weather conditions of your combat area, all of which increase your chance to successful hit your target.
Level 2: +2 to hit rolls with the modded weapon (Cost 1000 Credits)
Level 3: +4 to hit rolls with the modded weapon (Cost 3000 Credits)
***Frictionless Materials*** mod causes a weapon to lower the heat generation when firing by replacing the normal slug box with metal that is lighter and uses less energy to produce the same force, increasing your weapons rate of fire.
Level 2: Ignore Wild Die 3 result (Cost 1000 Credits)
Level 3: Ignore Wild Die 2 result (Cost 2500 Credits)
***High Caliber Barrels*** either extend the length of the original weapons barrel or completely replaces it, though this increases damage of the weapon but subsequently heightens its heat generation.
Level 1: +2 damage and weapon overheats when You roll 4 on the Wild Die Check (Cost 4000 Credits)
Level 2: +4 damage and weapon overheats when You roll 4 an 5 on the Wild Die Check (Cost 8000 Credits)
Level 3: +6 damage and weapon overheats when You roll 4,5 and 6 on the Wild Die Check (Cost 16000 Credits)
***Kinetic Coils*** increase the accuracy of your weapon and its damage potential by totally replacing its barrel with one that has barrier emitters along its entire length that remove any connection between the ammunition and the barrel.
*Special:* Kinetic Coils requires a weapon with at least 2 mod slots and takes up 2 slots for its own use.
Level 3: Ignore negative modifiers for the second shot when firing a weapon more than once in a round. (Cost 20000 Credits)

***Precision Scope*** is a simple 4x optical scope to enhance stability while zoomed.
Special: May be mounted on assault rifles and sniper rifles.
Level 1: When making a targeted shot the penalty is only +6 to difficulty. (10000)
***Thermal Scope*** reveals enemies through walls and darkness with a 4x optical scope and enhance stability and accuracy while zoomed.
Special: May be mounted on assault rifles and sniper rifles.
Level 1: When making a targeted shot the penalty is only +6 to difficulty. Smoke and darkness modifiers do not apply.(15000)
***Silencer*** makes the sound of the shot almost silent. Also dampens the muzzle flash.
Special: May be mounted on pistols, submachine guns and sniper rifles.
Level 1: The shot is silent and invisible from distance. (10000)

## Ranged Weapon Ammo Mods

***Armor-Piercing Rounds*** do just what they are called!
Level 3: When inflicting damage ignore 6 points of the armor's DR. (Cost 15000 Credits)
***Disruptor Rounds*** have devastating effect on the Kinetic Barriers preventing them from regenerating.
Level 3: The Kinetic Barriers do not regenerate for another 3 minutes. Even with the shield boost talent. (Cost 10000 Credits)
***Drill Rounds*** are designed specially to penetrate high density materials allowing ammunition to pass through cover and other objects (not armor).
Level 3: Ignore cover modifiers (Cost 10000 Credits)
***Incendiary Rounds*** bore themselves into the target inflicting damage regardless of armor, or any other damage reduction.
Level 3: After applying normal damage, roll another 1D damage ignoring all DR and KB. (Cost 10000 Credits)
***Tungsten Rounds*** add a static charge to each round fired that damages electronics that can make your weapon more lethal against synthetics such as the Geth or Mechs.
Level 3: +6 damage against Synthetics (Cost 10000 Credits)
***Shredder Rounds*** changes the nature of each round so that it splinters on impact, sending shards of metal into the fleshy bits of the target, increasing damage against organic targets like animals and people.
Level 3: +6 damage against Organics (Cost 10000 Credits)
***Phasic Rounds*** add a wobbling energy field to your weapons pellets that cause them to slow down at the very last moment to trick an enemy's Kinetic Barriers to misfire and not activate totally.
Level 3: ignore 9 of targets KB (Cost 10000 Credits)
***Explosive Rounds*** coat each pellet with unstable uranium causing a relatively massive explosion that causes weapon damage against enemies with range of the original target, though dramatically increasing heat generation.
Level 3: Weapon always overheats after the shot, the weapon has splash damage, Roll damage against all targets in immediate vicinity. (Cost 15000 Credits)

## Melee Weapon Mods

***Feather Core*** is a fanciful name given to a mod that essentially makes the melee weapon lighter, allowing it to be swung faster for quick defensive maneuvers.
Level 1: +3 to *melee parry* (Cost 3000 Credits)
Level 2: +6 to *melee parry* (Cost 6000 Credits)
***Magnetic Chain*** comes with a mesh that wraps around the hand you wield the weapon with and creates a magnetic link between them, making it more difficult to knock the weapon loose. Higher levels increase the magnetic strength.
Level 1: +3 against the Combat Talent *Disarm* (Cost 2000 Credits)
Level 2: +6 against the Combat Talent *Disarm* (Cost 4000 Credits)
Level 3: Immune to the *Disarm* Combat Talent (Cost 10000 Credits)
***Polonium Edge*** coats the blade in radiation, lowering its physical effects but causing severe damage to an organic target via the irradiated Polonium. This Mod gives the weapon a slight green glow.
*Special:* this mod requires a weapon with 2 mod slots and takes up all the slots to function.
Level 3: -9 Damage; this weapon ignores the targets armor. (Cost 30000 Credits)
***Vicious Blade*** laser etches the weapon increasing its damage, higher levels sharpen the weapon farther.
Level 1: +1 melee damage (Cost 2000 Credits)
Level 2: +2 melee damage (Cost 6000 Credits)
Level 3: +3 melee damage (Cost 12000 Credits)

## Armor Mods

Whether increasing an armors Damage Protection by adding layers of Dura-Tanium, inserting Medi-Gel emitters to hasten healing during combat or bonding motorized joints to the exterior increasing run speed, and even adding foldable glider wings, armor mods can make an already indispensable piece of equipment that much more useful. The mods themselves fall into three categories: Kits, Modules and Exoskeletons. Kits can be added to any armor type since they incorporate changes centered around the chest piece. Modules can only be added to Body Armors and Combat Suits since they either require additional anchor points or parts that Field Vests don't cover like the legs or lower arms. Exoskeletons can only be added Combat Suits since they require many points to anchor too and need coverings that even Body Armors don't cover.
**Additional Equipment Mount** add two grenade slots per level.
Level 1: 2 additional Grenades (Cost 1000 Credits)
Level 2: 4 additional Grenades (Cost 5000 Credits)
Level 3: 5 additional Grenades and one weapon hardpoint. (Cost 10000 Credits)
**Environmental Control** is a mod for species that have weak immune systems or need special environmental conditions like the Drell who need a dry air or the Quarian with their special needs.
Special: Level1: This mod can be applied without the modding skill and nullifies all the negative effects. (Cost 4000)
***Sneaking*** colors the armor a dark color that absorbs light causing no reflections. When used in a shadowy area or at night, the suit helps hide the wearer from view.
Level 1: +2 *Perception: Sneak* (Cost 4000 Credits)
Level 2: +4 *Perception: Sneak* (Cost 8000 Credits)
***Emergency Kinetic Barriers*** adds a small emergency generator that automatically boosts energy to your depleted kinetic barriers. The generator is a one-time shot and needs 10 minutes of recharging to be used again.
Level 1: When your kinetic barriers fail, spend 1 round to regenerate +9 (Cost 8000 Credits)
Level 2: When your kinetic barriers fail, spend 1 round to regenerate +12 (Cost 16000 Credits)
***Ablative Coating*** increases the aftermarket layers of Dura-Tanium, increasing the armors physical protection.
Level 1: +1 DR (Cost 6000 Credits)
Level 2: +2 DR (Cost 12000 Credits)
***Shield Regenerator*** adds ion cores to your shield batteries that increase the rate of regeneration.
Level 1: +3 Shield Regeneration (Cost 3000 Credits)
Level 2: +6 Shield Regeneration (Cost 9000 Credits)
Level 3: No bonus regeneration, kinetic barriers regenerate at normal at the end of each round, even if taking damage. (Cost 20000 Credits)

***Shield Modulator*** increases the number of emitters on your suit allowing for greater protection versus modern ranged weaponry.
Level 1: +3 KB (Cost 6000 Credits)
Level 2: +6 KB (Cost 12000 Credits)
***Shock Absorbers*** include stronger firewalls and increased sturdiness to protect it from the effects of Biotics.
Level 1: +3 against all Biotic Tests (Cost 10000 Credits)
Level 2: +6 against all Biotic Tests (Cost 30000 Credits)
Level 3: +9 against all Biotic Tests (Cost 60000 Credits)
***First Aid Interface*** enhances the effect of Medi-Gel used on a person.
Level 2: When First-Aid is applied heal additional 3 Hit Points, also if another character uses *First Aid* on you, they gain +3. (Cost 10000 Credits)
***Motorized Joints*** through the addition of micro-servos at prime locations such as the elbows, shoulders and knees, this modification increases the force applied with a punch or kick, it also helps the character compensate for the weight and rigidity of the armor so they can move easier.
Level 1: +2 *Brawling* Damage (Cost 4000 Credits)
Level 2: +4 *Brawling* Damage; reduces the penalties to your *Dex*/*Str* skills by 3 (Cost 18000 Credits)
***Cliffhanger*** *is a rare mod very hard to find. It enables the wearer to scale sheer surfaces even glass.*
Level 2: You don't need to roll when climbing unless you carry more than 50kg additional weight. (Cost 10000)
***Jet Pack*** much as the name implies, includes twin ion busters which can lift a character into the air, giving them controllable flight for a few minutes before being refueled with Eezo cell. This requires an action to ignite and the skill *rocket pack operation* to use.
*Special:* Refueling cost of the level 2 variant is 500 credits and the level 3 cost is 2,000. Each use burns 30 seconds of fuel even if you do not fly that long. Also, both versions require a suit of armor with at least 2 mod slots.
Level 2: Up to 2min of flight (Cost 2000 Credits)
Level 3: Up to 5min of flight (Cost 10000 Credits)
***Scout Rotors*** compensate for different gravities while simultaneously taking advantage of it with micro jets for lower gravity worlds and motors for high gravity worlds.
Level 2: +10 Movement by Low Gravity(.80G or less); +5 Movement by High Gravity (1.20G or more ) (Cost 6000 Credits)
***Medical Exoskeleton*** takes stubbornness to a new level by incorporating not only Medi-Gel nozzles, but also including servos that operate as muscles weaken and injectors for synth-adrenaline which can keep a character sharp and active.
*Special:* This mod requires a suit of armor with at least 2 Mod Slots, taking both to function.
Level 3: After becoming Lightly Wounded or Wounded you may activate the exoskeleton to automatically heal you. No First-Aid roll is required, the mechanism heals 6 Hit Points per charge and has up to 6 charges which have to be reloaded with Medi-Gel. (Cost 18000 Credits)
***Kinetic Exoskeleton*** the pinnacle of barrier mod design incorporates enhanced battery rechargers, stronger ion cores and smart computing to make an armor's KB even more efficient.
*Special:* This Mod requires a suit of armor with 2 Mod Slots.
Level 3: +6 KB, +3 Shield Regeneration. Shields Regenerate each round regardless if damage is taken or not. (Cost 35000 Credits)
***Crusher Exoskeleton*** series of mods was designed for the Batarian Arenas to make matches more bloody and violent and thus more exciting. It adds power sources to run stronger servos that are installed throughout the suit, making impacts from brawling attacks more lethal and allowing for easier movement.
*Special:* This mod requires a suit of armor with at least 2 Mod Slots.
Level 3: +6 *brawling* damage, reduces Dex/Str penalties by 3 and increases your movement rate by 2. (Cost 35000 Credits)

# Cloning and Cybernetics

Although very unpopular since cloning limbs and organs is possible, cybernetic enhancements are widely available, both from legitimate dealers and from illegal surgeons. Most people choose to have a cloned limb than prosthesis, but sometimes they have no choice due to high cost of cloning or lack of time needed to be spent in a hospital. It is also very rare that somebody would try to become a synthetic since the appearance of the Geth and the mental issues involved. Being partly synthetic is wildly seen as a negative thing. In citadel space unnecessary and combat implants are prohibited, that being said there are exceptions like the biotic implants. Basically any implants that enhance a person's abilities beyond the natural of his respective race are mostly not legal.
This section presents basic details on how to customize some of the more popular varieties, as well as a sampling of typically available cyber-prosthetics.

## Cloning

Thanks to modern medicine cloning is possible, it is cheaper than implants but takes time. Unfortunately it takes about 5 weeks to grow a limb or an organ so a prolonged stay in a high profile medical facility is a must. The procedure requires special tissue and a very difficult medicine roll for the cloning process to start. After the limb or organ is fully grown the patient must take 4 weeks of rehab for biomaterial to bind with his body.

## Cybernetic Implants

Cybernetic implants can have special features. When you include a special feature in your character's cybernetic unit, you must also explain how that special ability manifests itself, whether it is through a gun that pops up, a drug that is released into the system, or a tool that's revealed from a fingertip. Naturally, the game master has the right to request that you alter your choice if the addition is unreasonable (such as assault rifle installed in a toe). Once installed an implant cannot be used by another person and is rendered useless when detached from a body.

### Getting Cybernetic Implants At Character Creation

When designing a character, you choose the type of cybernetic implants you want to have. This should be limited to one full limb or a few organs. The character need not go through the surgery process or pay the monetary purchase cost. You only need to note the amount of upgrade points added.

### Getting Cybernetic Implants after Character Creation

After character creation, the character needs not only money but time for surgery. The character pays the cybernetic implant cost with credits, including the cost of adding any special features, and goes through the surgery installation process. You also need to note how many upgrade points the implant gives.

### Installation Surgery

Fitting the body with cybernetic implants involves surgery and can be an extremely painful process. A successful medicine skill check is required to install cybernetic implants. The difficulty of the cyber surgery varies according to the system involved. Surgery difficulty and the damage done to the person as a result of a successful installation are listed later in this chapter.

Characters are always unconscious for 30 minutes after undergoing surgery, and are likely to be injured. This damage is healed at the same rate as normal wounds. Additionally, Paragon Points or Medals may not be spent to improve the cyber-character's natural healing abilities or the skills when trying to recover from wounds incurred during cyber surgery.

The results of cyber surgery are determined by the level of success of the medicine check (the difference between the skill total and the difficulty).

**Use the following guidelines:**

**Failure** (skill total did not meet or beat difficulty): The prosthesis is not installed. Worse, the surgeon has botched the job. The patient takes more damage than he normally would have — increase the damage to Incapacitated or 75% of the character's base Hit Points.

**Minimal** (skill total equals difficulty): Prosthesis is installed, but just barely. Damage is 50% of the character's base Hit Points, and the system malfunctions on a 1 or 2 on the Wild Die Check.

**Average** (skill total beats difficulty by 1–5 points): The prosthesis is installed, but malfunctions on a 1 Wild Die Check. The character incurs normal damage (50% of the character's base Hit Points).

**Good** (skill total beats difficulty by 6–9 points): Installation is successful. The character incurs normal damage (50% of the character's base Hit Points).

**Superior** (skill total beats difficulty by 10 or more points): Installation is successful and the amount of time needed to recover from surgery damage is halved. The character incurs normal damage (50% of the character's base Hit Points).

### Upgrading Existing Cybernetic Implants

Once a character has a cybernetic implant installed, you may upgrade or change it, by swapping out one upgrade for another. To add an upgrade requires a single cybernetics roll at the difficulty given in the upgrades description. To swap out an existing upgrade needs a cybernetics roll for the removal and one for the installation. In most cases, the game master should rule that improving an existing upgrade demands a swapping-out procedure. Sometimes upgrade demand only for the installation of a new firmware, which also is done with cybernetics check. Note that if you want to go from a small part of a larger unit to a larger unit (such as a hand to an arm), you purchase a whole new implant and go through the procedure as if you were getting a new part (see the "After Character Creation" part of the "Getting Cybernetic Implants" section earlier in this chapter).

### Determining the Installation Difficulty

Every type of cybernetic implant has a base surgery difficulty, which indicates how challenging it is to install a standard unit. You may choose to upgrade your cybernetic implants by adding special features, which represent a program or additional piece of equipment added to unit. This is done by cybernetics roll by hardware and electronic devices roll by software at the difficulty given by the upgrade or feature.

### Dangers and Becoming a Synthetic

Synthetic is a state some achieve after too much cyber-strain (upgrade points) has been placed on their nervous systems and cranial functions. These people who have done too many alterations have truly become "one" with their cyberware. Being a synthetic for a living being is like a psychosis. The character becomes caught up in a world detached from reality. Organic flesh and the needs of that flesh are only distractions. Characters who become synthetics cannot relate well with the organic world. Then, they seek to upgrade themselves by getting more powerful and better attachments. It is a never-ending cycle, an addiction that feeds on itself.

It is regarded safe to have 30 upgrade points in your pool after that for every change in points above 30 you roll your willpower or knowledge against the number of points in the upgrade points pool. If you fail that roll u become a synthetic.

## Types of Cybernetic Implants

Characters can have just about any body part replaced, except the brain, which can only be enhanced. The basic units provide no more functionality than the part a character came with, nor are they any sturdier than organic pieces. All units are powered by bio-energy generated by the body that has no harmful side effects. All units are controlled by mental commands, in the same way that a person can control her limbs by thinking about it. The wiring can be shorted by Tech and Biotic Talents or special circumstance. The description of each unit includes the number of upgrade points added to the upgrade point's pool of the character. Once you reach the upgrade over point's maximum you may become a synthetic and lose control of the character.

## Biotic Implants

### Biotic Implant
Note that it asari and drell do not need them, all other races are required to have them if a character is to be using biotic talents.
**Availability:** Rare
**Cost:** 15000
**Upgrade Points:** 12
**Base Surgery Difficulty:** 20

### Wetware Port
An implant is a surgically-embedded interface port into which amps are "plugged in", also known as 'wetware' because of their cybernetic nature. The implant is usually placed at the base of the skull for convenient access.
**Availability:** Uncommon
**Cost:** 20000
**Upgrade Points:** 9
**Base Surgery Difficulty:** 10

## Upper Body

### Hand
This unit replaces the whole hand, including the wrist, palm, and digits.
**Availability:** Common
**Cost:** 10000
**Upgrade Points:** 1
**Base Surgery Difficulty:** 10

### Arm
This unit replaces the hand, forearm, elbow, and upper arm.
**Availability:** Common
**Cost:** 15000
**Upgrade Points:** 3
**Base Surgery Difficulty:** 12

### Shoulder
This unit replaces the hand, forearm, elbow, upper arm, and shoulder.
**Availability:** Common
**Cost:** 25000
**Upgrade Points:** 6
**Base Surgery Difficulty:** 15

### Military Grade Shoulder
This unit replaces the hand, forearm, elbow, upper arm, and shoulder.
**Availability:** Rare
**Cost:** 50000
**Upgrade Points:** 6
**Base Surgery Difficulty:** 15
**Mod Slots:** 3

## Lower Body

### Foot
This unit replaces the foot and ankle.
**Availability:** Common
**Cost:** 10000
**Upgrade Points:** 1
**Base Surgery Difficulty:** 10

### Lower Leg
This unit replaces the foot, ankle, lower leg, and knee.
**Availability:** Common
**Cost:** 15000
**Upgrade Points:** 3
**Base Surgery Difficulty:** 12

### Complete Leg
This unit replaces the entire leg, from foot to thigh.
**Availability:** Common
**Cost:** 25000
**Upgrade Points:** 6
**Base Surgery Difficulty:** 15

### Military Grade Leg
This unit replaces the entire leg, from foot to thigh. It allows
**Availability:** Rare
**Cost:** 50000
**Upgrade Points:** 6
**Base Surgery Difficulty:** 15
**Mod Slots:** 3

## Head

### Ear
One ear unit replaces one auditory receptor.
**Availability:** Common
**Cost:** 10000
**Upgrade Points:** 1
**Base Surgery Difficulty:** 17

### Eye
One eye unit replaces one visual receptor.
**Availability:** Common
**Cost:** 17000
**Upgrade Points:** 1
**Base Surgery Difficulty:** 17

### Mouth
This unit replaces the jaw or chewing organ of the character.
**Availability:** Common
**Cost:** 15000
**Upgrade Points:** 1
**Base Surgery Difficulty:** 15

### Nose
This unit replaces the olfactory organ.
**Availability:** Common
**Cost:** 17000
**Upgrade Points:** 1
**Base Surgery Difficulty:** 17

### Throat
This unit replaces the throat and vocal apparatus, if located in the throat.
**Availability:** Common
**Cost:** 15000
**Upgrade Points:** 1
**Base Surgery Difficulty:** 15

### Equilibrium Ear
Fitted in place of the ear it improves balance and dexterity, ad +2 to acrobatics skill and +3 do Ranged Defense Value.
**Availability:** Rare/Restricted
**Cost:** 35000
**Upgrade Points:** 6
**Upgrade Difficulty:** 17

### Flame Eye
A visual unit designed to spot heat signatures of beings and objects in 20 meters range.
**Availability:** Rare/Restricted
**Cost:** 12000
**Upgrade Points:** 6
**Upgrade Difficulty:** 17

### Compensa Eye
This upgrade enables is actually a built in targeting aid, it lowers all modifiers for targeted shots by 6.
**Availability:** Rare/Restricted
**Cost:** 20000
**Upgrade Points:** 9
**Upgrade Difficulty:** 17

## Organs

### Heart
This unit replaces the primary circulatory organ.
**Availability:** Common
**Cost:** 20000
**Upgrade Points:** 3
**Base Surgery Difficulty:** 20

### Digestive System
This unit replaces the digestive system.
**Availability:** Common
**Cost:** 20000
**Upgrade Points:** 3
**Base Surgery Difficulty:** 20

### Lungs
This unit replaces the respiratory organs.
**Availability:** Common
**Cost:** 20000
**Upgrade Points:** 3
**Base Surgery Difficulty:** 20

## Mods

### Dura-Tanium Plate
Dura-Tanium plate replaces the character's skin. While the character gains protection from the new layers, the character can no longer feel with that part of her body. Dermal plate may be layered over cybernetic limbs, every layer of dura-tanium gives +3 DR for the character.
**Availability:** Uncommon
**Cost:** 100000
**Upgrade Points:** 6 per body part (limb, tail, tentacle) and layer.
**Upgrade Difficulty:** 10 per body part (limb, tail or tentacle) and layer.

### Drug Dispenser
The drug dispenser allows a convenient and sanitary method for injecting up to 6 measures physical- or mental-enhancing substances or medi-gel into the body. This upgrade can be fitted in any upper body and lower body implant.
**Availability:** Rare/Restricted
**Cost:** 10000
**Upgrade Points:** 3
**Upgrade Difficulty:** 10

### Claws
Long claws are stored in and spring from the tips of the fingers and add +3 to brawling damage.
**Availability:** Rare/Restricted
**Cost:** 20000
**Upgrade Points:** 9 (both arms)
**Upgrade Difficulty:** 10

### Blades
Retractable blades that hide in characters forearms dealing +6 damage in melee combat.
**Availability:** Rare/Restricted
**Cost:** 30000
**Upgrade Points:** 12 (both arms)
**Upgrade Difficulty:** 10

### Justified Upgrade
Almost any kind of pistol cam concealed in the wrist, easily concealed and does not place the strain on the arm that larger weapons do.
**Availability:** Rare/Restricted
**Cost:** 5000 + cost of the pistol.
**Upgrade Points:** 8
**Upgrade Difficulty:** 12

### Blaster Hand
The blaster hand is a very powerful mass effect device enabling to unleash pure energy form your hand. The force of the blast can be calibrated from 1D to up to 6D. Eezo cells are used as ammunition for this weapon. You must exchange the cell every 20D of blast force used. Range of this device is 6 meters.
**Availability:** Rare/Restricted
**Cost:** 60000
**Upgrade Points:** 12
**Upgrade Difficulty:** 17

### Hand Ghost
This mod with a special mass effect climbing ad allows scaling even glassed surfaces.
**Availability:** Rare/Restricted
**Cost:** 15000
**Upgrade Points:** 5
**Upgrade Difficulty:** 12

### Thunder Leg
Thunder Leg Mod allows for a person to run faster than normal adding +4 to Move. Due to huge burden on the upper body you have to roll stamina after every minute of running or stop for 2 minutes rest.
**Availability:** Rare/Restricted
**Cost:** 15000
**Upgrade Points:** 7
**Upgrade Difficulty:** 12

### Jumper
The Jumper Mod allows a person to jump 3 meters high form a stand and up to 5 meters with a running start of 5 meters.
**Availability:** Rare/Restricted
**Cost:** 15000
**Upgrade Points:** 7
**Upgrade Difficulty:** 12

## Cloning

### Cloning Tissue
**Availability:** Common
**Cost:** 7500

### Cloning Procedure
**Availability:** Common
**Cost:** 10000 per body part (limb, tail, tentacle)

# Vehicles

## Ground Vehicles

### ET3

The **ET3** is a Quarian made civilian vehicle built for transport purposes. This six-wheeled rover has a cockpit for the driver in the right front of the vehicle. Its main function is to convey large containers and crates, but it can be also used as a hauler or can be refitted for personnel transport. Very few of these vehicles can be found, they are mainly used in colonies. ET3 like the M29 Grizzly, is low to the ground; however, unlike that military transport, the wheels aren't covered and it has no weapons or special armor.

**Length:** 9 meters **Skill:** Rover Operation **Crew:** 1 **Passengers:** 0 **Cargo Capacity:** 20 tons
**Cost:** 50000 **Availability:** Uncommon
**Move:** 25(75 km/h)
**DR:** 16 **KB:** 0 **HP:** 150

### M-080

M-080 is a precursor of the Mako and Grizzly IFV's mostly used for transporting troops, there is a version with cannon used in the M29 Grizzly and M35 Mako but transport container has to be detached.

**Length:** 11 meters **Skill:** Rover Operation **Crew:** 1 **Passengers:** 8 **Cargo Capacity:** 1 ton
**Cost:** 150000 **Availability:** Uncommon
**Move:** 25(75 km/h)
**DR:** 30 **KB:** 0 **HP:** 200

### M-44 Hammerhead

The M-44 Hammerhead is an infantry fighting vehicle that hovers over the battlefield at up to 120 kilometers an hour. It is capable of being air-dropped from a frigate and of propelling itself vertically to scale obstacles by means of hover jets. Hammerhead's hover jets are useful only for short hops. T. The Hammerhead is armed with a single gun which can only swivel vertically, but it compensates for this by boasting a fairly high rate of fire and a guided missile system that ensures accuracy even during aggressive maneuvering.

**Length:** 15 meters **Skill:** FlyCar Operation **Crew:** 1 **Passengers:** 3 **Cargo Capacity:** 250 kilograms **Altitude:** 50 metes
**Cost:** 2500000 **Availability:** Restricted
**Move:** 40(120 km/h)
**DR:** 24 **KB:** 0 **HP:** 70
**Weapons:**

| | |
|---|---|
| Mass Accelerator Cannon | Armor Piercing Guided Missile Launcher |
| Fire Arc: front | Fire Arc: 360 |
| Skill: Vehicle Weapons | Skill: Vehicle Weapons |
| Range: 300 meters | Range: 1000 meters |
| Damage: 10D | Damage: 10D (Ignores DR) |
| | Clip: 6 |

**Special:** If the Hammerhead is taking no damage for 10 rounds it's HP are replenished 6 per round.

### M29 Grizzly

The M29 Grizzly Infantry Fighting Vehicle (IFV) was the standard "battle taxi" of Systems Alliance Marines for nearly thirty years. However, while excellent in long-term planetary campaigns, the Grizzly's bulk and weight made it unsuitable for rapid deployment across the Alliance's expanding sphere of influence. Six people, including the driver, can fit inside the vehicle. The Grizzlies are compartmentalized into a driver/antenna/engine compartment and a passenger/turret compartment. There is a crew hatch in the driver/engine compartment. All six wheels of the vehicle are protected by wheel covers. The military-grade Grizzly is equipped with antenna and turret. With the success of the Grizzlies, the civilian-grade VT7 was introduced minus the antenna and turret. The VT7s were painted brown with orange highlights.

**Length:** 12 meters **Skill:** Rover Operation **Crew:** 1 **Passengers:** 5 **Cargo Capacity:** 600 kilograms
**Cost:** Unknown **Availability:** Uncommon
**Move:** 30(90 km/h)
**DR:** 30 **KB:** 12 **HP:** 200

## Tomkah

The **Tomkah** is a large infantry fighting vehicle fielded by the Krogan mostly on Tuchanka. It is outwardly similar to the Alliance M35 Mako and M29 Grizzly, although it is considerably larger (to house the much larger krogan), standing almost twice as high as a standard Alliance IFV. Its only visible armament is a large double-barreled mass accelerator cannon.

**Length:** 16 meters **Skill:** Rover Operation **Crew:** 1 **Passengers:** 5 **Cargo Capacity:** 2 tons
**Cost:** Unknown **Availability:** Uncommon
**Move:** 35(100 km/h)
**DR:** 30 **KB:** 16 **HP:** 200
**Weapons:**
Dual Mass Accelerator Cannon
Fire Arc: 360
Skill: Vehicle Weapons
Range: 350 meters
Damage: 9D (Ignores DR)

## M35 Mako

The M35 Mako infantry fighting vehicle was designed for the Systems Alliance's frigates. With its turreted 155mm mass accelerator cannon and coaxial-mounted machine gun, the Mako can provide a fire team with weapon support as well as mobility. Since Alliance marines may be required to fight on any world in a variety of planetary environments, the Mako is environmentally sealed and powered by a hydrogen-oxygen fuel cell. The Mako's suspension and propulsion system allow the vehicle to adapt to various terrain,

as well as enabling the vehicle to change direction quickly via independently reversible wheels (similar to a tank). It is also equipped with micro-thrusters and a small element zero core, which can be used to increase mass and provide greater traction. Mako can be safely air-dropped (a maneuver normally requiring a minimum of 100m of open terrain). When used in conjunction with thrusters, the Mako can extricate itself from difficult terrain. There are several models of Mako including a recon drone controller, a mobile air defense platform and the M38 military ambulance nicknamed "Moby".

**Length:** 9 meters **Skill:** Rover Operation **Crew:** 1 **Passengers:** 5 **Cargo Capacity:** 200 kilograms **Altitude:** 15 meters
**Cost:** Unknown **Availability:** Uncommon
**Move:** 55(150 km/h)
**DR:** 25 **KB:** 16 **HP:** 200
**Weapons:**

| | |
|---|---|
| Coaxial-Mounted Machine Gun | 155mm Mass Accelerator Cannon |
| Fire Arc: front | Fire Arc: 360 |
| Skill: Vehicle Weapons | Skill: Vehicle Weapons |
| Range: 75 meters | Range: 300 meters |
| Damage: 7D | Damage: 8D (Ignores DR) |

**Special:** The Mako's hull is covered with laser detection arrays, which forewarn the crew of enemy laser-guided ordnance. Ground-penetrating radar allows detection of anti-vehicle mines and other subsurface anomalies.

# Flight Vehicles and Starships

### A-61 Mantis Gunship

The Gunship is driven by vectored-thrust engines and is in service in dozens of armies across the galaxy. Its modular construction means that the versatile Mantis can be reconfigured as a low-altitude gunship, a fighter, a high-altitude bomber, or even a single-stage-to-orbit spacecraft that can engage enemy units around a planet or a space station. The only role the Mantis cannot perform is that of a true deep-space fighter, as it has no FTL drive. The Mantis houses an element zero core which lightens the engines with a mass effect field, allowing it to take off vertically and hover in place using minimum fuel. This also gives it far greater range and speed than the helicopters and jump-jet aircraft that once filled its niche.

**Length:** 5.5 meters **Skill:** Starship Piloting **Crew:** 1 **Passengers:** 0 **Cargo Capacity:** 150 kilograms **Altitude:** Space
**Cost:** 1000000 **Availability:** Restricted
**Move:** 330(950 km/h)
**Speed:** 6
**DR:** 22 **KB:** 16 **HP:** 50
**Weapons:**

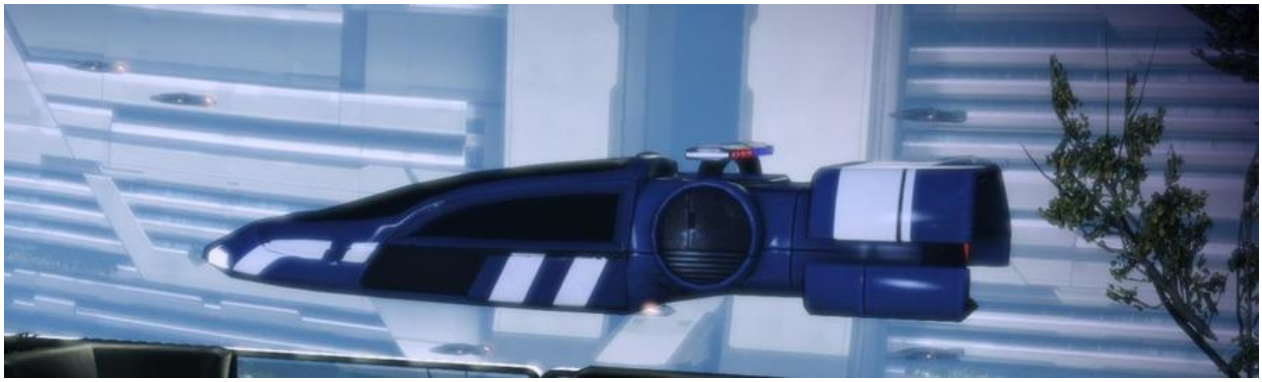
**Mass Accelerator Cannon**
Fire Arc: 180/front arc
Skill: Starship Gunnery
Range: 500 meters
Damage: 9D (Ignores DR of beings)
**2 Hardpoints**

## UT-47 and UT-47A Kodiak Drop Shuttle

The UT-47 Kodiak Drop Shuttle is a personnel carrier capable of planetary flight and limited FTL travel. "Combat Cockroach" as called by Alliance marines, Kodiak drop shuttle is operated by a pilot and a co-pilot. Kodiak's substantial element zero core allows flight by entirely countering the vehicle's mass. Its small thrusters are for directional control only, so if the mass effect field fails, the vehicle becomes a proverbial "three-million-credit coffin". The shuttle forgoes weaponry-space for active masking, electronic countermeasures, and a robust kinetic barrier system. A-model Kodiaks feature a front-mounted mass-accelerator cannon that can be used in an ant vehicular role. Since the shuttle lacks proper gun ports, soldiers often open the side hatch to fire on enemies. Flying the 47A during atmospheric combat requires considerable skill. The pilot must reduce the vehicle's mass for speed and handling, while maintaining enough mass to resist recoil, incoming fire, and inclement weather. More than one pilot had overstressed the Kodiak's field generator and ended up on the battlefield instead of above it.

**Length:** 10 meters **Skill:** Starship Piloting **Crew:** 1-2 **Passengers:** 12 **Cargo Capacity:** 2 tons **Altitude:** Space
**Cost:** 3000000 **Availability:** Restricted
**Move:** 330(950 km/h)
**Speed:** 6
**DR:** 30 **KB:** 30 **HP:** 200
**Special:** Active masking and Electronic Counter Measures adding +6 to skill of the Starship Piloting but only with co-pilot and in space. Kinetic Barriers regenerate all the time 3 point per round.
In atmosphere the Kodiak is hard to handle that why pilots have a -3 to Starship Piloting skill unless they are flying with a co-pilot.
**Weapons: (**UT-47A modle only)
Mass Accelerator Cannon
Fire Arc: front arc when used by pilot or left side 120 arc
Skill: Starship Gunnery when uded by pilot or Vehicle Weapons
Range: 500 meters
Damage: 9D(Ignores DR of beings)

## X3M



Referred to colloquially as a "shuttle", "skycar", or "aircar", the X3M is a contra gravity speeder designed for transporting individuals in metropolises and space stations. Shuttles heave four seats with one of them reserved for the pilot. From either the forward left or right seat, a pilot controls the shuttle's movements through the use of a haptic adaptive interface. The canopy of the shuttle is divided into two sections - a central section which lifts up, and a clamshell door. The windows of the vehicle can be darkened for the privacy of the passengers. Due to the limited storage space, passengers are limited to what they can carry or store on their bodies. Rear of this compartment, there is the propulsive drive powered by a mass effect field.

**Length:** 4.5 meters **Skill:** SkyCar Operation **Crew:** 1 **Passengers:** 3 **Cargo Capacity:** 400 kilograms **Altitude:** 2 kilometers
**Cost:** 50000 **Availability:** Common
**Move:** 225(650 km/h)
**DR:** 10 **KB:** 0 **HP:** 50

### SX3 Alliance Fighter

Fighters are lightweight enough that they can be economically fitted with powerful element zero cores, making them capable of greater acceleration and sharper maneuvers than larger vessels. The SX3 is the third generation space fighter. It's primary design was based on turain blueprints, but over the time the alliance engineers tailored it more for humans. It has a dual helios thruster module which in case of an emergency gives the fighter a speed advantage. The armor and durability were sacrificed for weight and maneuverability, but thanks to that the fighter handles well in space as in atmosphere. SX3 has four hardpoints under the wings and two fixed mass accelerator cannons. The hardpoints are universal and can be fitted with various types of torpedoes or rockets, the most popular being the disrupt torpedo as it is common that the fighters fly mainly as support for bigger vessels. As most small craft the SX3 has a very limited sensor array adapted mostly for target search purposes, due to its size it lacks the identify option.

**Length:** 10 meters **Skill:** Starship Piloting **Crew:** 1 **Passengers:** 0 **Cargo Capacity:** 150 kilograms **Altitude:** Space
**Cost:** 3000000 **Availability:** Restricted
**Move:** 700(2,000 km/h) **Speed:** 9
**DR:** 24 **KB:** 30 **HP:** 120
**Weapons:**
**Mass Accelerator Cannon**
Fire Arc: front arc Skill: Starship Gunnery Range: 500 meters Damage: 9D (Ignores DR of beings)
**4 Hardpoints**
**Sensors:** Active 60

### Turian Fighter

Turian fighters differ from ones used by Alliance. First of all they can be staffed with a gunner, that gives the pilot an advantage as he no longer has to concentrate on weapons and shield systems. Turians have an older engine system with only one thruster so the fighter lacks the maneuverability. The wings of the their fighter have no external hardpoints and are used as landing gear, thus all weapon systems but the mass accelerator cannon are hidden in a weapon bay in the lower middle part of the vessel. The turian made fighter is more resilient then the SX3 and has superior armor, can carry more additional weapons (6 hardpoints) and has better sensors.
**Length:** 9 meters **Skill:** Starship Piloting **Crew:** 1-2 **Passengers:** 0 **Cargo Capacity:** 200 kilograms **Altitude:** Space
**Cost:** 2500000 **Availability:** Restricted
**Move:** 610(1,700 km/h) **Speed:** 7
**DR:** 30 **KB:** 30 **HP:** 150
**Weapons:**
**Mass Accelerator Cannon**
Fire Arc: 180/front arc Skill: Starship Gunnery Range: 500 meters Damage: 9D (Ignores DR of beings)
**6 Hardpoints**
**Sensors:** Active 80 Passive 160

### Kowloon Class Freighter

Kowloon Class vessels are basic freighter starships originally designed (and mostly used) by humans. Each ship is built on a standard design, likely for easy mass production. They generally carry a large cargo bay with smaller compartments for additional passenger haulage, but their design means these compartments can be swapped or exchanged to customize the ship. Kowloon-class ships are hardy but carry no armaments and only a standard engine core. Unfortunately this makes them easy prey for privateers or mercenary bands looking for a quick score.

**Length:** 150 meters **Skill:** Starship Piloting **Crew:** 2-4 P**assengers:** 24 **Cargo Capacity:** 3000 metric tons **Altitude:** Space
**Consumables:** 1 Year **Cost:** 10000000 **Availability:** Common
**Move:** 280(800 km/h)
**Speed:** 4
FTL Charge Saturation: 120 h
FTL Discharge: 24 h
**DR:** 34 **KB:** 16 **HP:** 220
**Sensors:** Active 80 / Passive 300

### Athabasca Class Freighter

The Athabasca Class is a class of large freighter of human origin. Externally, this freighter class's configuration may be mistaken for the smaller Kowloon Class freighters. However, the Athabasca Class freighter is a multi-level voluminous starship. The Athabasca Class freighter is lightly armored and lacks armaments, and can be attacked and boarded very quickly. This freighter class is equipped with a self-destruct device and a black box. Unlike the smaller Kowloon Class freighters, the internal arrangement of Athabasca Class freighters differs from ship to ship. The freighter's bridge is located on the upper level and is positioned forward of the engine core and cargo holds. This engine core is a two level room housing four reactors and an engineering console. Access to the ship's interior is through airlocks and an emergency airlock located in the main cargo hold.

**Length:** 200 meters **Skill:** Starship Piloting **Crew:** 4-6 P**assengers:** 36 **Cargo Capacity:** 6000 metric tons **Altitude:** Space
**Consumables:** 2 Years **Cost:** 15000000 **Availability:** Common
**Move:** 280(800 km/h)
**Speed:** 4
FTL Charge Saturation: 100 h
FTL Discharge: 24 h
**DR:** 36 **KB:** 16 **HP:** 300
**Sensors:** Active 80 / Passive 300

# Capital Ships

### Frigates
Frigates are small, fast ships used for patrolling and for screening larger vessels. On their own, frigates do not pack much of a punch, but when operating in "wolf-pack flotillas", they can often overwhelm larger vessels. Geth drop ships are classed as frigates. Systems Alliance frigates are named after great battles of human history (Agincourt, Normandy). Frigates are capable of entering a planet's atmosphere and landing on the surface, but must first deactivate their kinetic barriers for reentry.

### Cruisers
Cruisers are middle-weight combatants, faster than dreadnoughts, and more heavily-armed than frigates. Cruisers are the standard patrol unit, and often lead frigate flotillas. In the Alliance Navy, cruisers are named after Earth cities (New Delhi, Tokyo). Cruisers normally cannot land on planets, but do possess the ability to land on low-gravity planets.

### Carriers
Carriers are dreadnought-sized vessels which carry a large number of fighters. They are usually kept at a distance from any engagement because they are not maneuverable enough to survive heavy bombardment. Alliance carriers are named after great humans in history (Einstein).
Commander Shepard describes fighter carriers as an example of humanity demonstrating its ability to "think outside the box", which is evidenced by the fact that the Systems Alliance was the first to field these vessels.

### Dreadnoughts
Dreadnoughts are kilometer-long capital ships mounting heavy, long-range firepower. They are only deployed for the most vital missions. A dreadnought's power lies in the length of its main gun. Dreadnoughts range from 800 meters to one kilometer long, with a main gun of commensurate length. An 800-meter class accelerator is capable of accelerating one twenty-kilogram slug to a velocity of 4025 km/s (1.3% the speed of light) every two seconds. Each slug has the kinetic energy of about 38 kilotons of TNT, about two and a half times the energy released by the fission weapon that destroyed Hiroshima. The Treaty of Farixen stipulates the amount of dreadnoughts a navy may own, with the turian peacekeeping fleet being allowed the most. During the year 2185, the dreadnought count is 39 turians, 20 asari, 16 salarians, and 8 humans. Alliance dreadnoughts are named after mountains of Earth (Everest, Kilimanjaro). Dreadnoughts are so large that it is impossible to safely land them on a planet, and must discharge their drive cores into the magnetic field of a planet while in orbit. The decks of large vessels are arranged perpendicular to the ship's axis of thrust, so that the "top" decks are towards the front of the ship and the "bottom" decks are towards the rear of the ship.

### Quarian Liveships
There are few wide-open spaces in quarian spacecrafts; liveships are the exception. Each ship is a massive hydroponics facility, growing thousands of tons of genetically modified staple crops under artificial light and in highly enriched soil. The surface of a liveship is studded with docking bays so as many shuttles as possible can distribute the foods throughout the flotilla on a daily basis. When received, the crops are sterilized with radiation, ground up into nutritious paste, and pumped into quarian suits through feeding tubes. In return, waste products are that could be used as fertilizer or compost are returned to the liveships through an efficient (if odorous) recycling program. Liveships do not hold animals. The quarians consume a vegan diet, driven not by ethics but by practicality. Captive animals require living space, and consume large amounts of water and plant matter. The quarians cannot afford such an inefficient resource-to-calorie ratio, to say nothing of a live animal's disease or allergen potential. As a result, when the flotilla arrives in a star system where life is based on the same dextro-amino acids that the quarians consume, pastes based on animal proteins fetch highly inflated prices, and the vendors are typically mobbed by quarians wanting a new taste sensation. The sickness that often follows these binges is treated much the same way as hangovers are in human culture; painful, but part of the overall experience of excess.

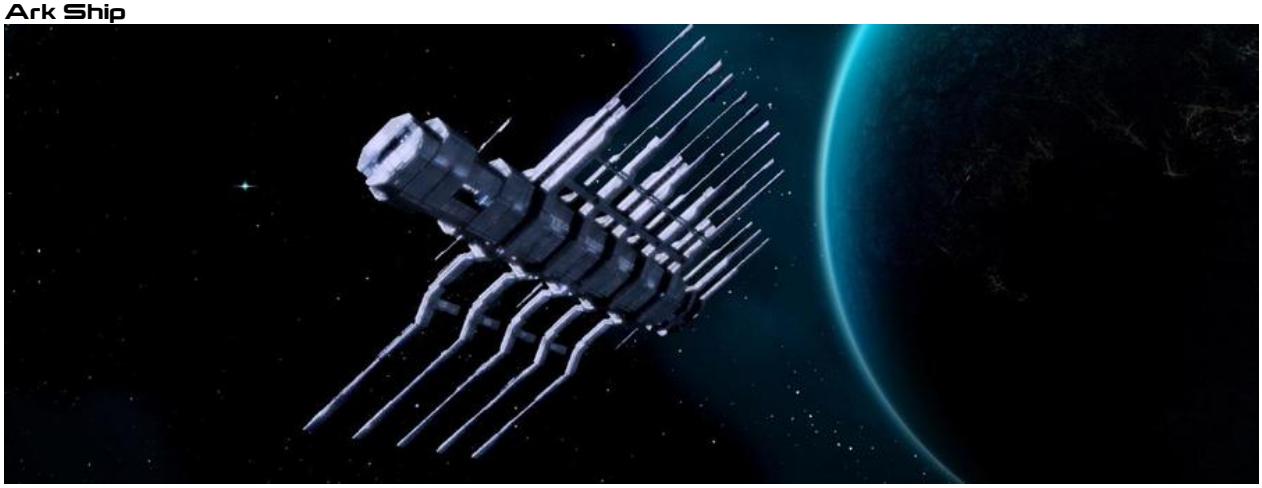
### Alliance Frigate

Frigates are light escort and scouting vessels. They often have extensive GARDIAN systems to provide anti-fighter screening for capital ships, and carry a squad of marines for security and groundside duty. Unlike larger vessels, frigates are able to land on planets. The most important role filled by frigates is reconnaissance. Sensors, unlike ships and communications employing the mass effect, are limited to the speed of light. Subsequently, a stationary observer can only detect a vessel one light-year away when its light arrives at the observer's location, one year after leaving said vessel. Because faster-than-light attackers always arrive before defenders can detect them with luminal sensors, attackers can always surprise defenders. For defense, fleets surround themselves with spheres of scouting frigates scanning for enemy ships and transmitting warnings to the main body. Frigates achieve high FTL cruise speeds because of their high-performance drives. They also have proportionally larger thrusters and lighter design mass, allowing them greater maneuverability. In combat, speed and maneuverability make frigates immune to long-range fire of larger vessels. In fleet combat, frigates are organized into "wolf pack" flotillas of four to six. Wolf packs speed through enemy formations, hunting enemy vessels whose kinetic barriers have been taken down by fighter-launched disruptor torpedoes. The wolf pack circle-strafes vulnerable targets, using their superior speed and maneuverability to evade return fire.

**Skill:** Capital Ship Piloting
**Length:** 176 meters **Crew:** 30-150 **Passengers:** Unknown **Cargo Capacity:** 3000 metric tons **Altitude:** Space
**Consumables:** 1 Year
**Cost:** Classified **Availability:** Unavailable
**Move:** 330 (950 km/h)
**DR:** 50 **KB:** 30 **HP:** 300
**Speed:** 6
FTL Charge Saturation Time: 300h
FTL Discharge Time: 8h
**Sensors:** Active: 180 / Passive: 300
**Weapons:**

**GARDIAN System**
Skill: Sensors (active) Fire Arc: All Space Range: 5 Atmosphere Range: 2km
Damage: 10D (ignore KB)
**2 Mass Accelerator Turrets**
Skill: Capital Ship Weapons Fire Arc: All Space Range: 24 Atmosphere Range: 10km
Damage: 10D (ignore DR for starships)
**Javelin Dual Disruptor Torpedoes**
Skill: Capital Ship Weapons Fire Arc: Front Space Range: 12 Atmosphere Range: 5km
Damage: 70+10D (ignore all KB)

### Ark Ship



Ark Ships are cruiser to carrier weight. The concept of an Ark Ship was established when races begun spreading throughout the galaxy. Big vessels were needed to transport large quantities of manpower and livestock to distant places. Ark ships were not meant for scouting the unknown space but to convey as much as possible with one ride to an established colony. Although these vessels have no special armor they are much sturdier than then a typical frigate, armed mostly with GARDIAN and 4 Mass Accelerator Turrets. They have also huge heat emitters for prolonged FTL travel. Most of the interior are cargo holds and crew compartments, designed so that it is easy to reconfigure them for various purposes. Ark Ships have also huge hangars so they can carry many smaller craft like shuttles and rovers. Those huge vessels are not designed for landing and taking of planets, but it is possible to land them. In that case they are always repurposed as building blocks for new colony as they won't be able to take off. The most famous Ark Ship is the "Purgatory" owned by the notorious Blue Suns mercenary company, the Purgatory was once an "ark ship" used to hold agricultural animals. Now it is used to hold prisoners, whether taken in battle or sold by unscrupulous politicians under the name of subcontracting and outsourcing. Rumors abound that the Blue Suns turn skilled or fit prisoners over to batarian slavers, but few have ever seen the transaction and lived to tell about it. Its population is listed at 4,350, but independent journalists estimate it is nearly three times that in periods of overcrowding.

**Skill:** Capital Ship Piloting
**Length:** 350-700 meters **Crew:** 70-150 **Passengers:** Varies **Cargo Capacity:** 20000-42000 metric tons **Altitude:** Space
**Consumables:** Varies
**Cost:** Unknown **Availability:** Uncommon
**Move:** 350(1,000 km/h)
**DR:** 40 **KB:** 16 **HP:** 500
**Speed:** 3
FTL Charge Saturation Time: 600 h
FTL Discharge Time: 30 h
**Sensors:** Active: 180 / Passive: 300
**Weapons:**

**GARDIAN System**
Skill: Sensors (active) Fire Arc: All Space Range: 5 Atmosphere Range: 2km

Damage: 10D (ignore KB)
**4 Mass Accelerator Turrets**
Skill: Capital Ship Weapons  Fire Arc: All  Space Range: 24  Atmosphere Range: 10km
Damage: 10D (ignore DR for starships)

### Civilian Frigate

Civilian frigates are used mostly by corporations, diplomats, science institutes or small colonist enterprises. Like the merchant freighters they lack special armor or strong kinetic barriers. They are designed for conveyance of personnel and that's why they have superior engines and FTL drives to a standard merchant vessel. Due to the lack of proper armor they can have bigger emitter arrays so that FTL travel can last longer and have shorter discharges. The interior is very luxurious compared to the military vessels, the crew and passenger quarters are not so cramped. The inside varies from ship to ship as most of those frigates are special orders. A frigate has three decks, the middle one is the main deck and there you will find the passenger quarters, mess and other facilities. The lower deck is mostly engineering and the upper crew quarters and ships systems. The FTL drive and the engines are situated at the stern, most of the control rooms and the bridge are situated at the bow. The ship possesses 2 airlocks at each side in the middle ship section and has the ability to carry 2 shuttle crafts at the portside and the starboard cargo holds.

**Skill:** Capital Ship Piloting
**Length:** 150 meters **Crew:** 24 and VI  **Passengers:** 120  **Cargo Capacity:** 1000 metric tons **Altitude:** Space
**Consumables:** 2 Years
**Cost:** Unknown **Availability:** Uncommon
**Move:** 350(1,000 km/h)
**DR:** 40 **KB:** 16 **HP:** 300
**Speed:** 5
FTL Charge Saturation Time: 200 h
FTL Discharge Time: 10 h
**Sensors:** Active: 180 / Passive: 300
**Weapons:**
**2 Mass Accelerator Turrets**
Fire Arc: All  Space Range: 50  Atmosphere Range: 5km
Damage: 10D (Ignore DR for Starships)

### SV Normandy SR-1 (Systems Alliance Space Vehicle Stealth Reconnaissance 1)

The SSV Normandy SR-1 (Systems Alliance Space Vehicle Stealth Reconnaissance 1) was a Systems Alliance starship. She is a prototype "deep scout" frigate, first of the eponymous Normandy class, co-developed by the Alliance and the Turian Hierarchy with the sponsorship of the Citadel Council. She is optimized for solo reconnaissance missions deep within unstable regions, using state-of-the-art stealth technology powered by an experimental drive core.
Commissioned in 2183, the Normandy was initially captained by David Anderson, however, she was handed over to Commander Shepard when the commander became the first human Spectre, serving as Shepard's main source of transportation and base of operations.
The Normandy is named after the Battle of Normandy in 1944, a pivotal battle of the Second World War.
The Normandy is built on three main decks:
**Command Deck** contains the bridge in the bow, the airlock, the CIC containing the galaxy map, and the comm-room towards the stern. The comm room also serves as a conference room for debriefing after missions. The Combat Information Center (CIC) of the Normandy is unusual. Alliance ships usually place commanding officers in the middle of the room, to facilitate communication with subordinates, but the CO's station in the Normandy's CIC is at the back. This is because the Normandy has a turian design and their commanders prefer to look over their subordinates rather than be in the midst of them; the engineers wanted to observe how well it functioned within the human command structure. When necessary, the Normandy's officers can utilize unique suit radios to communicate with the ship's operators. The cockpit area is equipped with an internal kinetic barrier, designed to protect the pilot from exposure to vacuum if air pressure is lost in the CIC.
**The second deck**, composed primarily of living quarters, may be reached by descending one of the two stairwells located on either side of the CIC. This is the location of Normandy's habitation deck containing the mess, crew sleeper pods, the captain's private cabin and office, escape pod hatches, and the medical room. Lab and storage room at the back.
**Engineering and Storage is on the third deck**. An elevator located in the quarters can be used to descend to the engineering and storage sections of the Normandy. The M35 Mako is stored on this level. Opposite the garage, a door leads to the engineering section proper containing the Normandy's drive core.

**Skill:** Capital Ship Piloting
**Length:** 176 meters **Crew:** 28-54 **Passengers:** Unknown **Cargo Capacity:** 500 metric tons **Altitude:** Space
**Consumables:** 5 Years
**Cost:** Unknown **Availability:** Unavailable
**Move:** 350(1,000 km/h)
**DR:** 50 **KB:** 30 **HP:** 300
**Speed:** 7
FTL Charge Saturation Time: 300h (Tantalus Drive Core)
FTL Discharge Time: 4h
**Sensors:** Active: 180 / Passive: 300
**Weapons:**

**GARDIAN System**
Skill: Sensors (active) Fire Arc: All Space Range: 5 Atmosphere Range: 2km
Damage: 10D (ignore KB)
**2 Mass Accelerator Turrets**
Skill: Capital Ship Weapons Fire Arc: All Space Range: 24 Atmosphere Range: 10km
Damage: 10D (ignore DR for starships)
**Javelin Dual Disruptor Torpedoes**
Skill: Capital Ship Weapons Fire Arc: Front Space Range: 12 Atmosphere Range: 5km
Damage: 70+10D (ignore all KB)

**Special:**

**IES** (internal emission sink) - The Normandy can go to 'silent running' for around up to 3 hours, or drift passively through a system for days before having to vent and give away her position. When trying to detect the Normandy on a passive or active scan when she is on silent run add +20 to difficulty.

### Normandy SR-2

The Normandy SR-2 is a starship that appears in 2185, serving as the "successor" to the SR-1. The ship is very similar to the Systems Alliance's SSV Normandy SR-1, having been based on the design layout of the original. The Normandy SR-2 has several key differences, the most significant being that it is almost twice the mass of the original. Cerberus also designed the ship with more crew-oriented comforts by including civilian-grade accommodations. The ship still retains the SSV Normandy SR-1's stealth

characteristics. However, unlike the SR-1, the SR-2 cannot land on every planet—due to its increased mass—requiring shore parties to use a shuttle to get to a planet's surface.
The new Normandy has four decks.
**The topmost deck** of the ship is entirely comprised of the captain's quarters. It is located directly under the exterior pressure hull, earning the nickname "the loft" from the fitting yard workers.
**The second deck** called “the command deck” is comprised of the ship's bridge, Combat Information Center (CIC), Research and Tech Labs, Armory (both standard weapons and unique prototypes are stored here), Briefing/Communications Room and main airlock. As with the layout of the entire ship, the SR-2's bridge and CIC mirror that of the SR-1 except wider and longer in scale.
**The third deck** “crew deck” of the ship is where the crew spends most of their downtime. It includes Executive Officer's Offices, crew quarters, bathrooms, life support control, a mess-hall and the AI core. EDI's Core is located at the rear of the medical bay. The SR-2, unlike the SR-1, is also designed with a Main Battery room located forward of the Cryogenic Pods.
**The lowest deck** is the hangar, where the Kodiak shuttle is stored, as well as a space for the M-44 Hammerhead tank.
**EDI**, which stands for Enhanced Defense Intelligence, is the AI of the Normandy SR-2. EDI functions as the electronic warfare defense for the Normandy and because of the potential danger of a rogue AI, she has been given behavioral blocks and can't interface with the ship's systems.

**Skill:** Capital Ship Piloting
**Length:** 216 meters **Crew:** 13-54 and VI **Passengers:** Unknown **Cargo Capacity:** 500 metric tons **Altitude:** Space
**Consumables:** 5 Years
**Cost:** Unknown **Availability:** Unavailable
**Move:** 400(1,150 km/h)
**DR**: 60(70 against Energy Weapons – Silaris Armor) **KB:** 40 Cyclonic Barrier Technology(CBT) **HP:** 300
**Speed:** 9 (Antiproton Thrusters)
FTL Charge Saturation Time: 400h (Tantalus Drive Core)
FTL Discharge Time: 4h
**Sensors:** Active: 240 / Passive: 500
**Weapons:**

**GARDIAN System**
Skill: Sensors (active) Fire Arc: All Space Range: 5 Atmosphere Range: 2km
Damage: 10D (ignore KB)
**2 Mass Accelerator Turrets**
Skill: Capital Ship Weapons Fire Arc: All Space Range: 24 Atmosphere Range: 10km
Damage: 10D (ignore DR for starships)
**Javelin Dual Disruptor Torpedoes**
Skill: Capital Ship Weapons Fire Arc: Front Space Range: 12 Atmosphere Range: 5km
Damage: 70+10D (ignore KB)

**Special:**

**IES** (internal emission sink) - The Normandy can go to 'silent running' for around up to 3 hours, or drift passively through a system for days before having to vent and give away her position. When trying to detect the Normandy on a passive or active scan when she is on silent run add +20 to difficulty.
**Fusion Plant Power** for the Normandy's drive core and electrical systems is provided by a nuclear fusion plant. H-fuel cells provide auxiliary power in case the main reactor is shut down. If the ship is hit and about to lose its power the backup kicks in.

# Hardpoints, Weapons and Countermeasures

A hardpoint, or weapon station, is any part of an airframe designed to carry an external load. This includes a point on the wing or fuselage of a starfighter where external ordnance like missile and bomb racks, countermeasures, gun pods, or drop tanks can be mounted. One rack can be fitted with one type of missile or bombs and every hardpoint on a starfighter can be fitted with one rack.
A missile rack can carry 4 MSL, 2 GUM, 1 UDT, 2 XLM or 2 QMM.
The bomb rack can be fitted with 8UGB, 4 PLB, 2 PAEB, 1 CLB or 1 GPB.
All missiles and bombs ignore all Kinetic Barriers.

## Missiles

### Missile (MSL)
The basic missile it can be fired at a ground or flying target, it travels in a straight line.
**Skill:** starship gunnery **Space Range:** 24 **Atmosphere Range:** 5km **Damage:** 15+8D
**Cost:** Unknown **Availability:** Unavailable

### Guided Missile (GUM)
GUM is a type of missile that has to be guided by the pilot or co-pilot, that's why it's mostly used by turians as it requires attention of the operator. The main advantage of this weapon is that it is immune to most of the counter measures as it is guided and not homed.
**Skill:** starship gunnery **Space Range:** 48 **Atmosphere Range:** 10km **Damage:** 15+10D
**Cost:** Unknown **Availability:** Unavailable

### Unguided Disrupt Torpedo (UDT)
Torpedoes are mostly used in fights with the capital ships because of their short range and destructive power.
**Skill:** starship gunnery **Space Range:** 12 **Atmosphere Range:** 5km **Damage:** 50+10D
**Special:** Due to lack of maneuverability UDP's can't be fired at starfighters.
**Cost:** Unknown **Availability:** Unavailable

### Advanced Long-ranged Missile (XLM)
This type of missile locks onto up to four targets within a long range, but it doesn't have a homing system.
**Skill:** sensors **Space Range:** 36 **Atmosphere Range:** 15km **Damage:** 15+8D
**Cost:** Unknown **Availability:** Unavailable

### Quick Maneuver Missile (QMM)
QMM remains on a target's 6 o'clock until it impacts or the target evades it.
**Skill:** sensors **Space Range:** 36 **Atmosphere Range:** 15km **Damage:** 15+10D
**Cost:** Unknown **Availability:** Unavailable

## Bombs

### Unguided Bomb (UGB)
This bomb impacts on a medium radius
**Skill:** starship gunnery **Radius:** 30 meters **Damage:** 10D
**Cost:** Unknown **Availability:** Unavailable

### Plasma Bomb (PLB)
This bomb impacts on a small radius and has straight line flame blast.
**Skill:** starship gunnery **Radius:** 15 meters (in line of 150 meters) **Damage:** 10D
**Cost:** Unknown **Availability:** Unavailable

### Plasma Air-Explosive Bomb (PAEB)
PAEB dispenses a cloud of aerosolized plasma in an airburst just above ground level prior to detonating it, causing a large blast radius and massive explosion damage. PAEB are mainly used against large infantry formations.
**Skill:** starship gunnery **Radius:** 120 meters **Damage:** 8D
**Special:** PAEB sucks the air out of an area so everyone inside the blast radius has to pass a moderate stamina check or suffocate.
**Cost:** Unknown **Availability:** Unavailable

### Cluster Bomb (CLB)
Drops multiple little projectiles for area-of-effect damage, it main purpose is destruction of support units, light APC or infantry formations.
**Skill:** starship gunnery **Radius:** 100 meters **Damage:** 30+10D
**Cost:** Unknown **Availability:** Unavailable

### Guided Penetration Bomb (GPB)
Bunker Buster is used against heavy enemy units, tanks or bunkers. It has to be guided for precision and dealing the highest amount of damage.
**Skill:** starship gunnery **Radius:** 10 meters **Damage:** 50+10D
**Cost:** Unknown **Availability:** Unavailable

## Countermeasures and Other Attachments

### Flare (FLR)
A (decoy) flare is an aerial infrared countermeasure to counter standard missiles (MSL) and disrupt torpedoes (UDT). The pilot or the co-pilot has to activate a flare before imminent impact the difficulty is set by the roll of the opponents shot and raised by 6. A flare rack may have up to 2 flares.
**Skill:** starship gunnery **Cost:** Unknown **Availability:** Unavailable

### Electronic Countermeasure (ECM)
An electronic countermeasure (ECM) is an electrical or electronic device designed to trick or deceive radar, sonar or other detection systems, like infrared (IR), lasers or active sensors. It is used to counter advanced long-ranged missiles (XLM) and quick maneuver missiles (QMM). The pilot or the co-pilot has to activate the ECM before imminent impact the difficulty is set by the roll of the opponents shot and raised by 6. The ECM takes up two hardpoints and may be used multiple times.
**Skill:** sensors **Cost:** Unknown **Availability:** Unavailable

### Mass Accelerator Cannons
Every additional mass accelerator cannon mounted on the craft adds to damage dice dealt by the basic cannons. So if you add two more cannons to a SX3 fighter you would deal 11D damage and so on, the cannons are all fire linked and shoot at the same target.
**Skill:** starship gunnery **Damage:** +1D
**Cost:** Unknown **Availability:** Unavailable

# Space

# Ships Classification

## Starships

Smaller vessels are exclusively used in a support role to the warships during combat:

### Fighters

Fighters, interceptors and bombers are one-man craft used to perform close-range attacks on enemy ships.

### Shuttles

Shuttles are rather very small craft used by military and commercial organizations. Mostly they have small range and no weapon systems but some military's like human System Alliance or Batarian Pirates like to use them as drop ships for their assault teams.

### Freighters

Freighters are small to medium sized ships, mostly smaller than Cruisers. Used by traders, corporations, mercenaries or pirates, their armor, weapons and drives vary.

## Capital Ships

### Frigates

Frigates are the smallest of the capital ships spanning from 100 up to 200 meters. Lightly armored and armed with the lighter assault systems. Frigates have crew count ranging from 50 to 200 depending on the make and purpose.

### Cruisers

Cruisers are middle-weight combatants, spanning up to 500 meters, used as command ships for smaller flotillas. Having better armor and weaponry are slower than frigates. Their crews consist of up to 2000.

### Carriers

Carriers are dreadnought-sized vessels which carry fighters. They span over 700 meters, heavily armored but lacking advanced weapons systems they always need escort ships. Carriers carry up to 100 starfighters and have crews coming up to 5000. Carriers are also used as floating shipyards.

### Dreadnoughts

Dreadnoughts are over 800 meters long. They carry planetary assault weapons and are used only in the biggest battles. Their armor and weapons systems are unmatched, used mostly as battle fleet command ships. Carriers can have crews ranging from 2000 up to 6000 staff. Only the strongest military forces posses those vessels, and their number in each respective fleet is limited by treaties and interplanetary laws. Dreadnoughts have the capability to carry some fighters but it is very limited.

### Quarian Liveships

Quarian Liveships are an oddity composed from many different components and parts scavenged from other vessels they are marvels of technology. They length varies from 200 to 1000 meters. Their armaments and armor cannot be classified as they vary from ship to ship. There are no two same Liveships in the galaxy.

# Space Combat

This mostly applies for capital ships. Starships have less or no armor and little armaments capable of damaging the capital ships.

## Combat Endurance

Heat limits the length and intensity of ship-to-ship combat. Starships generate enormous heat when they fire high-energy weapons, perform maneuvering burns, and run on-board combat electronics. In combat, warships produce heat more quickly than they can disperse it. As heat builds within a vessel, the crewed spaces become increasingly uncomfortable. Before the heat reaches lethal leaves, a ship must win or retreat by entering FTL. After an FTL run, the ships halts, shuts down non-essential systems, and activates the heat radiation gear. Combat endurance varies by ship design and by the battle's location. Battles in the deep cold of interstellar space can go on for some time. Engagements close to a star are brief. Since habitable worlds are usually close to a star, battles over them are usually more frantic.

## General Tactics

Shells lofted by surface navies crash back to earth when their acceleration is overwhelmed by gravity and air resistance. In space, a projectile has unlimited range, it will keep moving until it hits something.

Practical gunnery range is determined by the velocity of the attacker's ordinance and the maneuverability of the target. Beyond a certain range, a small ship's ability to dodge trumps a larger attacker's projectile speed. The largest-ranged combat occurs between dreadnoughts, whose projectiles have the highest velocity but are the least maneuverable. The shortest-range combat is between frigates, which have the slowest projectile velocities and highest maneuverability.

Opposing dreadnoughts open with main gun artillery duel at extreme ranges of tens of thousands of kilometers. The fleet close, maintaining evasive lateral motion while keeping their bow guns facing the enemy. Fighters are launched and attempt to close to disruptor torpedo range. Cautious admirals weaken the enemy with ranged fire and fighter strikes before committing to close action. Aggressive commanders advance so cruisers and frigates can engage.

At long range, the main guns of cruisers become useful. Friendly interceptors engage enemy fighters until the attackers enter the range of ship-based GARDIAN fire. Dreadnoughts fire from the rear, screened by smaller ships. Commanders must decide whether to commit to a general melee or retreat into FTL.

At medium range, ships can use broadside guns. Fleets intermingle, and it becomes difficult to retreat in order. Ships with damaged kinetic barriers are vulnerable to wolfpack[1] frigate flotillas that speed through the battle space.

Only fighters and frigates enter close "knife fight" ranges of 10 or fewer kilometers. Fighters lose their disruptor torpedoes, bringing down a ship's kinetic barriers and allowing it to be swarmed by frigates. GARDIAN lasers become viable weapons, swatting down fighters and boiling away warship armor.

Neither dreadnoughts nor cruisers can use their main guns at close range; laying the bow on a moving target becomes impossible. Superheated thruster exhaust becomes a hazard.

## Planetary Assaults

Planetary assaults are complicated if the target is a habitable garden world; the attackers cannot approach the defenders straight on. The Citadel Conventions prohibit the use of large kinetic impactors against habitable worlds. In a straight-on attack, any misses plough into the planet behind the defending fleet. If the defenders position themselves between the attackers and the planet, they can fire at will while the attacker risks hitting the planet. Successful assaults on garden worlds hinge upon up-to-date intelligence. Attackers need to determine where the enemy's defenses are, so they may approach from an angle that allows them to fire with no collateral damage. Note: this is not necessary for hostile worlds. Once control of orbit has been lost, defensive garrisons disperse into the wilderness. An enemy with orbital superiority can bombard surface forces with impunity. The best option for defenders is to hide and collect reconnaissance in anticipation of relief forces. Given the size of a planet, it is impractical to garrison entire conquered worlds. Fortunately, colonization efforts tend to focus on building up a dozen or fewer areas. Ground forces occupy the spaceports, industrial facilities, and major population centers. The wilderness is patrolled by unmanned aerial vehicles and satellite reconnaissance. If a defender unit is spotted, airmobile rapid deployment units and satellite artillery are used to pin down and destroy them.

## Pursuit Tactics

Dependent on light, sensors cannot detect objects moving at a faster-than-light speeds. No ship can be detected at interstellar ranges. Detection at interplanetary ranges suffers from light speed lag: observers see ships not where they appear to be but where they were when the light bearing their image left them, minutes, hours, or days before. To counteract light speed lag, battle fleets surround themselves with spheres of screen and scouting frigates.

Pursuers cannot detect ships and directly intercept them. Instead, pursuers track where objects were, where they were heading, and at what speed they were moving. Such data reliably predicts an object's future location and for pursuit along its light-lagged "wake". Ships trying to evade pursuit follow erratic zigzag courses, requiring pursuers to make stops to update their projections.

## Trans-Relay Assaults

The crucial choice for any attack through mass relays is how to divide the fleet for transit. The accuracy of a relay's mass-projection depends on the mass being moved and how far it’s going. Any long distance and/or high mass jump will see "drift". That is, a ship may be hundreds or millions of kilometers from its intended drop point, in any direction from the relay. Distance can't be chosen by admirals, but a relay is told how much mass to transit. For example, if told to move a million metric tons of mass, the relay will scan the approach corridor, find four 250,000-ton freighters, and transit them together, maintaining their relative positions. A commander has the option of moving his fleet as one large, coherent formation that may be wildly off-position, or breaking it up into many smaller formations that will be individually closer to the intended attack point, but could be widely dispersed. Conservative assault doctrine holds that fleets should be moved en masse, maintaining concentration of force and reducing the chances of collision. The only time it is reasonable to split up a formation is during blockade running.

## Crew Considerations

Cabins give each individual ten cubic meters of space. On larger vessels private rooms are common. As ships get smaller, the number of crew packed into a single wardroom increases. Asari prefer shared spaces even on large vessels while krogan territorial instincts make it impossible for them to cohabitate even on the largest ships. On smaller vessels, "hot bunking" is the norm. Crew members are assigned different watches share the same bunk. When one gets off-duty, he wakes up the person in the bunk. While that crewman is on duty, the first gets his rack time. Spacecraft compartments can be isolated by air-tight doors in case of decompression. The cinematic version of explosive decompression is fiction; holed compartments either take enough damage that the occupants are killed instantly, or leak slowly enough that they are able to reach protective gear. Compartments are equipped with Emergency Life Supports Apparatus: fireproof plastic bubbles with air bottles. Small when stowed, ELSA comfortably accommodate one individual inflated. Damage control procedure cuts off ventilation to burning compartments. Without oxygen to consume, fires die in seconds. The compartment is re-pressurized afterward for crew recovery.

Mass effect fields create an artificial gravity (a-grav) plane below the decks, preventing muscle atrophy and bone loss in zero-gee. Large vessels arrange their decks perpendicular to their thrust axis. The "highest" decks are at the bow, and the "lowest" decks at the engines. This allows a-grav to work with the inertial effects of thrust. Ships that can land arrange their decks laterally, so the crew can move about while the vessel is on the ground.

Warships normally turn off their a-grav systems during combat, reducing heat generated by systems and increasing combat endurance. To provide a point of reference for navigating in zero-gee, floors are painted a different color from the walls and ceiling.

# Technology

## Sensors

"Light lag" prevents sensing in real time at great distances. A ship firing its thrusters at the Charon Relay can be easily detected from Earth, 5.75 light-hours (six billion kilometers) away, but Earth will only see the event five hours and 45 minutes after it occurs. Due to the light-speed limit, defenders can't see enemies coming until they have already arrived. Because there is FTL travel and communications but no FTL sensors, frigates are crucial for scouting and picket duties.

Passive sensors are used for long-range detection, while active sensors obtain short-range, high quality targeting data.

### Passive Sensors

Passive sensors include visual, thermo graphic, and radio detectors that watch and listen for objects in space. A powered ship emits a great deal of energy; the heat of the life support systems; the radiation given off by power plants and electrical equipment; the exhaust of the thrusters. Starships stand out plainly against the near-absolute zero background of space. Passive sensors can be used during FTL travel, but incoming data is significantly distorted by the effect of the mass effect envelope and Doppler shift.

### Active Sensors

Active sensors are radars and high resolution ladars (Laser Detection And Ranging) that emit a "ping" of energy and "listen" for return signals. Ladars have a narrower field of view than radar, but ladar resolution allows images of detected objects to be assembled. Active sensors are useless when a ship is moving at FTL speeds.

## Capital Ship Shields and Armor

### Cyclonic Barrier Technology (CBT)

Cyclonic Barrier Technology (CBT) attempts to solve the higher-end limitations of traditional kinetic barriers. Traditional barriers cannot block high-level kinetic energy attacks such as disruptor torpedoes because torpedo mass effect fields add mass. The CBT violently slaps aside rather than halting incoming linear force. By rotationally firing their mass effect field projectors, ships create rapidly oscillating kinetic barriers instead of static ones. Shooting through the CBT is like trying to shoot at a target inside a spinning ball. Significant drawbacks to current CBT configuration prevent its use on anything other than frigates and fighters. Its many high-frequency sensors and emitters require frequent maintenance and replacement. A partially damaged CBT can endanger its operator, who is surrounded by rotating mass effect fields skewing in unpredictable directions. Fortunately, if an emitter is damaged, the CBT corrects to become a traditional shield array, a safety feature that makes it most effective during opening volleys.

### Ablative Armor

A warship's kinetic barriers reduce the damage from solid objects, but can do nothing to block GARDIAN lasers, particle beams, and other forms of Directed Energy Weapon (DEW). The inner layer of warship protection consists of ablative armor plate designed to "boil away" when heated. The vaporized armor material scatters a DEW beam, rendering it ineffectual.

A scaffold was built around the interior pressure hull, with sheets of ablative armor hung from the structure. Ships typically have multiple layers of armor separated by empty baffles, spaces often used for cargo storage. Cruisers, which lack the internal space to fit dedicated fighter hangers, store the shipboard fighter complement in the baffles. It is not unknown for enlisted crew to build illicit alcohol distilleries in some obscure corner of the baffles, safe from prying eyes.

### Silaris Armor

Asari-made Silaris armor can resist even the tremendous heat and kinetic energy of starship weapons. The armor is nearly unsurpassed in strength because its central material, carbon nanotube sheets woven with diamond Chemical Vapor Depostion, are crushed by mass effect fields into super-dense layers able to withstand extreme temperatures. That process also compensates for diamond's brittleness. Diamond armor itself has two limiting disadvantages. First, while nanotubes and CVD-dimaond construction have become cheaper in recent years, it remains prohibitively expensive to coat starships or aircraft larger than fighters in Silaris material. Second, the armor must be attached to the ship's superstructure, so shock waves from massive firepower can still destroy the metals beneath the armor itself.  A popular misconception holds that the diamond composition of Silaris armor gives it a sparkle. In fact, atmospheric nitrogen impurities during the super-hot forging process give the armor a metallic gray or yellow sheen.

## Capital Ship Weapons

### Disruptor Torpedoes

Disruptor torpedoes are powered projectiles with warheads that create random and unstable mass effect fields when triggered. These fields warp space-time in a localized area. The rapid asymmetrical mass changes cause the target to rip itself apart.

In flight, torpedoes use a mass-increasing field, making them too massive for enemy kinetic barriers to repulse. The extra mass gives the torpedoes a very sluggish acceleration, making them easy prey for defensive GARDIAN weapons. So, torpedoes have to be launched at very close range.

Torpedoes are the main anti-ship weapon used by fighters. They are launched from point-blank range in "ripple-fire" waves reminiscent of the ancient Calliope rocket artillery launchers (thus their popular nickname "Callies"). By saturating defensive GARDIAN systems with multiple targets, at least a few will get through.

### GARDIAN

A ships' General ARea Defensive Integration Anti-spacecraft Network (GARDIAN) consists of anti-missile/anti-fighter laser turrets on the exterior hull. Because these are under computer control, the gunnery control officer needs to do little beyond turn the system on and designate targets as hostile.

Since lasers move at light speed, they cannot be dodged by anything moving at non-relativistic speeds. Unless the beam is aimed poorly, it will always hit its target. In the early stages of a battle, the GARDIAN fire is 100% accurate. It is not 100% lethal, but it doesn't have to be. Damaged fighters must break off for repairs.

Lasers are limited by diffraction. The beams "spread out", decreasing the energy density (watts per m2) the weapon can place on a target. Any high-powered laser is a short-ranged weapon.

GARDIAN networks have another limitation: heat. Weapons-grade lasers require "cool-down" time, during which heat is transferred to sinks or radiators. As lasers fire, heat builds within them, reducing damage, range, and accuracy.

Fighters attack in swarms. The first few WILL be hit by GARDIAN, but as the battle continues, the effects of laser overheat allow the attacks to press ever closer to the ship. Constant use will burn out the laser.

GARDIAN lasers typically operate in infrared frequencies. Shorter frequencies would offer superior stopping power and range, but degradation of focal arrays and mirrors would make them expensive to maintain, and most prefer mechanical reliability over leading-edge performance where lives are concerned. Salarians, however, use near-ultraviolet frequency lasers with six times the range, believing that having additional time to shoot down incoming missiles is more important.

Lasers are not blocked by the kinetic barriers of capital ships. However, the range of lasers limits their use to rare "knife fight"-range ship-to-ship combat.

### Javelin

The Javelin is an experimental close-assault weapon fitted on a handful of newer Alliance warships. It consists of a "rack" of two or more disposable disruptor torpedo tubes bolted or magnetically "slung" on to a ship's exterior armored hull. The torpedoes are fired on converging trajectories, and detonate in a precisely timed sequence that allows the dark energy emitted by their warheads to resonate. This magnifies the resulting space-time warp effects.

Javelin mounts are most often fitted on swift frigates, which expect to enter "knife fight" torpedo ranges as a matter of course. Javelins may also be fitted on heavier ships during short range engagements, such as trans-relay assaults. They are particularly useful in this role for dreadnoughts, which are unable to lay their main guns on targets at close range.

### Mass Accelerators

Mass accelerators propel solid metal slugs via electromagnetic attraction and repulsion. A slug lightened by a mass effect field can be accelerated to extremely high speeds, permitting previously unattainable projectile velocities. The primary determinant of a mass accelerator's destructive power is length. The longer the barrel, the longer the slug can be accelerated, the higher the slug's final velocity, and therefore the greater its kinetic impact. Slugs are designed to squash or shatter on impact, increasing the energy they transfer to it target. Without collapsibility, slugs would punch through their targets while inflicting only minimal damage. Rather than being mounted on the exterior, starship guns are housed inside hulls and visible only as gun portholes from outside. A ship's main gun is a large spinal-mount weapon running 90% of the hull's length. While possessing destructive power equal to that of tactical nuclear weapons, main guns are difficult to aim. Because ships must be able to point their bows almost directly at their targets, main guns are best used for long-range "bombardment" fire. Approximately 40% of the hull's width, broadside guns inflict less damage and can be mounted with greater numbers and more flexibility. The modern human Kilimanjaro-class dreadnoughts mount three decks with 26 broadside accelerators apiece for a total salvo weight of 78 slugs per side, firing once every two seconds.

However, mass accelerators produce recoil equal to their impact energy. While the mass effect fields suspending the rounds mitigate the recoil, recoil shock can still rattle crews and damage systems.

## Space Ship Maneuvering

### Thrusters

A mass effect drive core decreases the mass of a bubble of space-time around a ship. This gives the ship the potential to move quickly, but does not apply any motive power. Ships use their sublight thrusters for motive power in FTL. There are several varieties of thruster, varying in performance versus economy. All ships are equipped with arrays of hydrogen-oxygen reaction control thrusters for maneuvering.

Ion drives electrically accelerate charged particles as a reaction mass. They are extremely efficient, but produce negligible thrust. They are mainly used for automated cargo barges.

The primary commercial engine is a "fusion torch", which vents the plasma of a ship's power plant. Fusion torches offer powerful acceleration at the cost of difficult heat management. Torch fuel is fairly cheap: helium-3 skimmed from gas giants and deuterium extracted from seawater or cometary bodies. Propellant is hydrogen, likewise skimmed from gas giants.

In combat, military vessels require accelerations beyond the capability of fusion torches. Warship thrusters inject antiprotons into a reaction chamber filled with hydrogen. The matter-antimatter annihilation provides unmatched motive power. The drawback is fuel production; antiprotons must be manufactured one particle at a time. Most antimatter production is done at massive solar arrays orbiting energetic stars, making them high-value targets in wartime.

The exhaust of fusion and antiproton drives is measured in millions of degrees Celsius. Any vessel caught behind them will melt like wax in a blowtorch.

Any long-duration interstellar flight consists of two phases: acceleration and deceleration. Starships accelerate to the half-way point of their journey, then flip 180 degrees and apply thrust on the opposite vector, decelerating as they finish the trip. The engines are always operating, and peak speed is attained at the middle of the flight.

### Helios Thruster Module

Intended for next-generation fighter craft, the Heed Industries Helios Thruster Module propulsion system far outpaces the typical liquid hydrogen/liquid oxygen reactions that power a frigate's maneuvering thrusters. By using metastable metallic hydrogen, the Helios boasts a fuel that burns at far greater efficiency than liquid H2/O2. Navigators can execute the numerous small course corrections inherent to any long-distance travel without fear of exhausting the ship's fuel supplies. This net gain extends to forward impulse as well: a ship powered by antiprotons can coast temporarily using the Heliios to reach an inferior but highly sustainable speed. Such efficiency lowers antiproton consumption, a constant concern for any warship.

When a Helios-propelled ship must refuel, however, it typically relies on a large carrier or nearby planetary factory to synthesize the metallic hydrogen. This process uses extremely dense mass effect fields to create the metal under pressures of over a million Earth atmospheres, an activity most safely done while planetside. While that process may seem like a drawback compared to "skimmer ships" that can gather hydrogen and oxygen from anywhere in the universe, the combat superiority of the Helios' maneuvering capabilities is often a worthwhile trade-off. The same efficiency that allows for micro-burn course correction can power rapid bursts of motion. Once a pilot becomes used to the ships new energetic responses, she can easily put the ship wherever and at whatever angle she desires.

## FTL Drives

Faster-than-light drives use element zero cores to reduce the mass of a ship, allowing higher rates of acceleration. This effectively raises the speed of light within the mass effect field, allowing high speed travel with negligible relativistic time dilation effects. Starships still require conventional thrusters (chemical rockets, commercial fusion torch, economy ion engine, or military antiproton drive) in addition to the FTL drive core. With only a core, a ship has no motive power. The amount of element zero and power required for a drive increases exponentially to the mass being moved and the degree it is being lightened. Very massive ships or very high speeds are prohibitively expensive. If the field collapses while the ship is moving at faster-than-light speeds, the effects are catastrophic. The ship is snapped back to sub light velocity, the enormous excess energy shed in the form of lethal Cherenkov radiation.

### Appearance

New space travelers ask, "What does it look like outside a ship moving faster-than-light speed?" Part of the answer can be seen in a simple pane of glass. Light travels slower through glass than it does through open air; light also moves slower in conventional space than it does in a high-speed mass effect field. This causes refraction - any light entering at an angle is bent and separated into a spectrum. Objects outside the ship will appear refracted. The greater the difference between the objective (exterior) and subjective (interior) speeds of light, the greater the refraction. As the subjective speed of light is raised within the field, objects outside will appear to red-shift, eventually becoming visible only to radio telescope antennae. High-energy electromagnetic sources normally hidden to the eye become visible in the high blue spectrum. As the speed of light continues to be raised, x-ray, gamma ray, and eventually cosmic ray sources become visible. Stars will be replaced by pulsars, the accretion discs of black holes, quasars, and gamma ray bursts. To an outside observer, a ship within a mass effect drive envelope appears blue-shifted. If within a field that allows travel at twice the speed of light, any radiation it emits has twice the energy as normal. If the ship is in a field of about 200 times light speed, it radiates visible light as x-rays and gamma rays, and the infrared heat from the hull is blue-shifted up into the visible spectrum or higher. Ships moving at FTL are visible at great distances, though their signature will only propagate at the speed of light.

### Drive Charge

As positive or negative electric current is passed through an FTL drive core, it acquires a static electrical charge. Drives can be operated an average of 50 hours before they reach charge saturation. This changes proportionally to the magnitude of mass reduction; a heavier or faster ship reaches saturation more quickly.

If the charge is allowed to build, the core will discharge into the hull of a ship. All ungrounded crew members are fried to a crisp, all electronic system are burned out, and metal bulkheads may be melted and fused together. The safest way to discharge a core is to land on a planet and establish a connection to the ground, like a lightning rod. Larger vessels like dreadnoughts cannot land and must discharge into a planetary magnetic field. As the hull discharges, sheets of lightning jump away into the field, creating beautiful auroral displays on the planet. The ship must retract its sensors and weapons while dumping charge to prevent damage, leaving it blind and helpless. Discharging at a moon with a weak magnetic field can take days. Discharging into the powerful field of a gas giant may require less than an hour. Deep space facilities such as the Citadel often have special discharge facilities for visiting ships.

## Heat Management

Dispersal of heat generated by onboard systems is a critical issue for a ship. If it cannot deal with heat, the crew may be cooked within the hull. Radiation is the only way to shed heat in a vacuum.

Civilian vessels utilize large, fragile radiator panels that are impossible to armor. Warships use Diffuse Radiator Arrays (DRA), ceramic strips along the exterior of the armored hull. These make the ship appear striped to thermo-graphic sensors. Since the arrangement of the strips depends on the internal configuration of the ship, the patterns for each vessel are unique and striking. On older ships, the DRA strips could become red- or white-hot. Dubbed "tiger stripes" or "war paint" by humans, the glowing DRA had a psychological impact on pirates and irregular forces. Strip radiators are not as efficient as panels, but if damaged by enemy fire, the ship only loses a small portion of its total radiation capacity. In most cases, a vessel's DRA alone allows it to cruise with no difficulties. Operations deep within solar systems can cause problems. A ship engaged in combat can produce titanic amounts of heat from maneuvering burns and weapons fire. When fighting in a high heat environment, warships employ high-efficiency "droplet" heat sinks. In a droplet system, tanks of liquid sodium or lithium absorb heat within the ship. The liquid is vented from spray nozzles near the bow as a thin sheet of millions of micrometer-scale droplets. The droplets are caught at the stern and recycled into the system. A droplet system can sink 10-100 times as much heat as DRA strips. Droplet sheets resemble a surface ship's wake through water. The wake peels out in sharp turns, spreading a fan of droplets as the ship changes vectors and leaves the coolant behind.

# Friends and foes. Mostly foes!

## Geth

### Geth Trooper

Geth Troopers are standard geth infantry. These units are lightly equipped, with no exotic weapons, and are normally found in groups of two or more. They are dark gray in color, with pale green synthetic "flesh" and a bright blue 'flashlight eye'
Initiative:7 (special)
DR:6 KB: 6 HP:26 DV:15 BD:12 Technical Defense:12
Search:2D+6 (special)
Dexterity:3D Knowledge:1D Mechanical:2D Perception:2D Strength:3D Technical:1D
Move:10
Ranged Weapons:3D+8 - Geth Pulse Rifle: Range:30m Damage:5D+3
*Synthetic: Geth are immune to poisons, gases, do not eat, drink or sleep and can survive in vacuum.*
*Network AI: For additional Geth beyond the 1st each gains +1 Search.*
*Technology Aptitude: All Geth get +6 to Security, Electronic Devices and Synthetics.*
*Shield Boost: Geth Trooper regenerates full Kinetic Barriers every 2 rounds.*

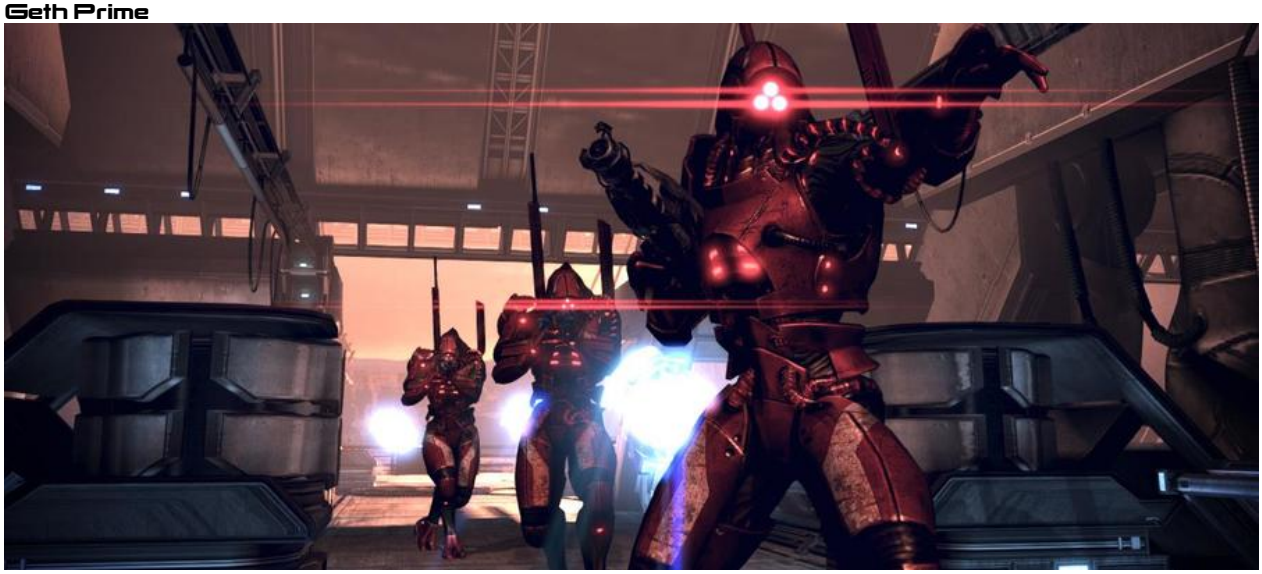
### Geth Hopper

The Geth Hopper is a specialized Geth platform, used primarily for stealth attacks, cyber warfare and sabotage. Hoppers are cyber warfare platforms', meaning they have the ability to wreak havoc on computers and weapons. The Hopper's main attack is a powerful laser that comes out of its "eye".
Initiative:14(special)
DR:6 KB:6 HP:26 DV:15 BD:12 Technical Defense:16
Dexterity:4D Knowledge:1D Mechanical:2D Perception:4D Strength:2D Technical:3D
Move:12
Ranged Weapons:4D+8 – Laser „eye“: Range:25m Damage:3D
Search:4D+6(special)
*Synthetic: Geth are immune to poisons, gases, do not eat, drink or sleep and can survive in vacuum.*
*Network AI: For additional Geth beyond the 1st each gains +1 Search.*
*Technology Aptitude: All Geth get +6 to Security, Electronic Devices and Synthetics.*
Tech Talents:
**Damping**
*Time Taken: action*
*3D+9 against Willpower if successful the target cannot use any Biotic Talent for 2 rounds.*
**Sabotage**
*Time Taken: action*
4D+6 against 24 if successful, any opponent that targets the user or any other character within 5m of the user, ads one difficulty level to hit you and deducts your one dice from the damage their weapon deals for 1 round, cool-down 4 rounds.
**Overload**
*Time Taken: action*
Roll 3D+9 versus targets defense Technical or Willpower to shut down their shields. Overload automatically shut’s down any kinetic barriers of a personal armor.

**Geth Juggernaut**

The **Geth Juggernaut** is a heavy geth infantry platform, recognizable by its red armor, bright red 'flashlight eye' and huge stature. It towers above the ground, an intimidating presence on the battlefield. They're equipped with pulse rifles modified to fire Distortion Rockets.
Initiative:10(special)
DR:12 KB: 9 HP:35 DV:15 BD:21 Technical Defense:18
Dexterity:3D Knowledge:1D Mechanical:2D Perception:3D Strength:5D Technical:1D
Move:7
Ranged Weapons:3D+8 - Geth Distortion Rocket Launcher Range:35m Damage:7D
Search:3D+6(special)
*Synthetic: Geth are immune to poisons, gases, do not eat, drink or sleep and can survive in vacuum.*
*Network AI: For additional Geth beyond the 1st each gains +1 Search and +1 Initiative*
*Technology Aptitude: All Geth get +6 to Security, Electronic Devices and Synthetics.*
*Shield Boost: Geth Juggernaut regenerates full Kinetic Barriers every 2 rounds.*

**Geth Prime**



**Geth Primes** are heavy geth platforms that serve as command units on the battlefield. Larger and more powerful than any other geth infantry platform, Primes are equipped with heavy armor and shields and a variety of deadly weapons.
Initiative:11(special)
DR:18 KB:12 HP:38 DV:18 BD:24 Technical Defense:20
Dexterity:4D Knowledge:1D Mechanical:2D Perception:3D Strength:6D Technical:1D
Move:7
Ranged Weapons:4D+8 - Geth Revenant Assault Rifle Range:45m Damage:6D(+3 against Organics)
- Geth Distortion Rocket Launcher Range:35m Damage:7D(5m)
Search:3D+9(special)
*Synthetic: Geth are immune to poisons, gases, do not eat, drink or sleep and can survive in vacuum.*
*Network AI: For additional Geth beyond the 1st each gains +1 Search and +1 Initiative +1 Ranged.*
*Technology Aptitude: All Geth get +6 to Security, Electronic Devices and Synthetics.*
*Shield Boost: Geth Prime regenerates full Kinetic Barriers every 2 rounds.*

### Geth Armature

The Geth Armature is a mobile anti-vehicle and anti-personnel unit employed in high-risk areas. Armatures are sentient, synthetic life forms capable of independent thought, learning and action. Armed with superior firepower and a Siege Pulse assault cannon, this geth is easily a match for the armored vehicles of other races. Its main armament is deadly but slow to recharge, but the Geth Armature compensates by knocking down infantry with a smaller secondary weapon.
Initiative:11(special)
DR:22 KB:16 HP:50 DV:20 BD:30 Technical Defense:16
Dexterity:4D Knowledge:1D Mechanical:3D Perception:3D Strength:8D Technical:2D
Move:7
Ranged Weapons:4D+8 - Siege Pulse Weapon Range:60m Damage:8D(+6 against Organics)
- Mass Accelerator Machine Gun Range:25m Damage:5D+1
Search:3D+9 (special)
*Synthetic: Geth are immune to poisons, gases, do not eat, drink or sleep and can survive in vacuum.*
*Network AI: For additional Geth beyond the 1st each gains +1 Search and +1 Initiative.*
*Technology Aptitude: All Geth get +6 to Secruity, Electronic Devices and Synthetics.*
*Shield Boost: Geth Prime regenerates full Kinetic Barriers every 2 rounds.*

## Reaper Forces

### Husk

Husks are the aggressive, mindless foot soldiers of the Reaper armies. They are created by impaling either living or dead on mechanical spikes that rapidly extract water and trace minerals and replace them with cybernetics. These cybernetics reanimate the lifeless flesh and tissue, transforming the bodies into horrifying killing machines. The Reapers use large groups of husks to overwhelm the enemy. Husks feel no pain and attack in groups, which makes them deadly adversaries.
Initiative:6
DR:5 KB:3 HP:27 DV:9 BD:18
Dexterity:2D Knowledge:0 Mechanical:0 Perception:2D+1 Strength:3D Technical:0
Move:9
Brawling:3D+9 Damage: 3D+8
Climbing:2D+9 always versus easy.
*Drain. For every successful attack that deals damage a husk drains 1 HP from the victim.*

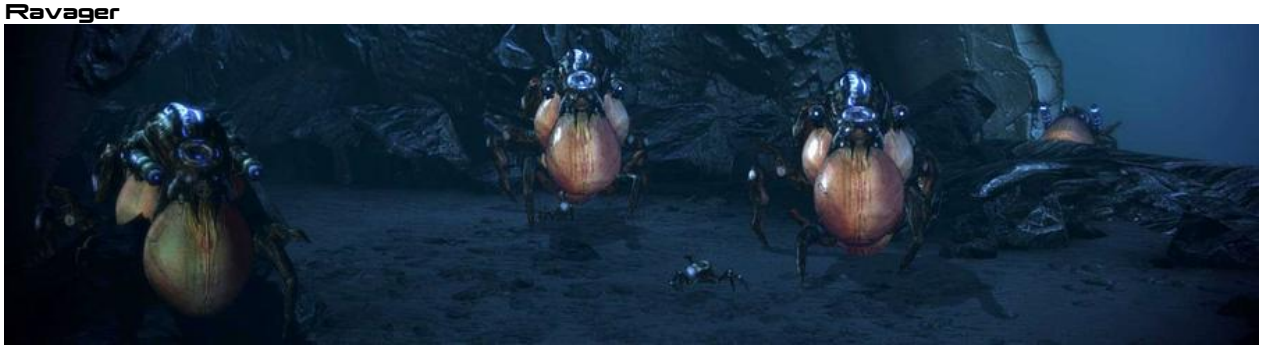
### Marauder

Marauders are harvested turians that command and protect other Reaper troops. The lean, armored creatures present a significant threat in and of themselves, but they are especially dangerous when leading a Reaper task force. Alliance marines have observed marauders fortifying husks and cannibals by enveloping them in a ribbon of energy that forms a scabby shell of armor. For this reason, when Alliance soldiers encounter a marauder alongside husks or cannibals, standing orders are to target the marauder first.
Initiative:10
DR:11 KB:6 HP:29 DV:16 BD:9
Dexterity:3D+1 Knowledge:0 Mechanical:0 Perception:3D Strength:3D Technical:0
Move:9
Ranged:3D+9 - Turian Military Assault Rifle Range:30m Damage:5D

### Cannibal

Cannibals are front-line Reaper units created from corrupted batarians. The nickname refers to their propensity to devour the bodies of fallen comrades. This triggers a biochemical process through which the cannibals spontaneously heal themselves and grow new chitinous armor. The transformation also appears to give cannibals a greater awareness of their surroundings, leading to more strategic behavior and careful use of battlefield cover.
Initiative:10
DR:12 KB:0 HP:32 DV:12 BD:20
Dexterity:3D+1 Knowledge:0 Mechanical:0 Perception:3D Strength:4D Technical:0
Move:9
Ranged:3D+9 - Automatic Arm Cannon Range:30m Damage:5D
Brawling:4D+6 Damage:4D+8
*Cannibalize. Cannibals have the ability to regenerate health by consuming other fallen enemies on the battlefield. For every 2 rounds spent on eating corpses they gain 6 HP.*
*Frag Grenade. Cannibals may fire a frag grenade every 6 rounds. The grenade deals 5D damage on 3 meter radius, the range is 20 meters.*

**Ravager**



Ravagers are former rachni that the Reapers have transformed into heavy artillery through a process of implantation and genetic modification. As walking organic turrets, they can sustain and inflict considerable damage.
Ravagers bear egg sacs that continuously spawn swarmers. If the sacs are destroyed, either during combat or upon the ravager's death, their entire contents burst forth to charge the enemy and explode on contact. A dead ravager expels a caustic gas and an acidic puddle. Alliance scientists have theorized that it is easiest for the Reapers to maintain control over units of rachni genetic extraction because of the species' neurological predisposition for hive-m mind consensus.
Initiative:9
DR:14 KB:0 HP:35 DV:12 BD:15
Dexterity:2D+2 Knowledge:0 Mechanical:0 Perception:3D Strength:5D Technical:0
Move:8
Ranged:3D+9 - Twin Artillery Cannons Range:30m Damage:7D
*Swarmer Spawn. Ravager every 3 rounds will spawn D6 of Swarmers to harass their foes. Swarmers are volatile in large groups and can hinder shield regeneration with constant attacks. Namely, Swarmers attack by a suicide leap at the victim, damaging with both the explosion and a little bit of acid damage dealing 3D damage.*
*Acid Splash. If a Ravager is hit and the assailant is in immediate vicinity, he gets acid damage of 6D.*

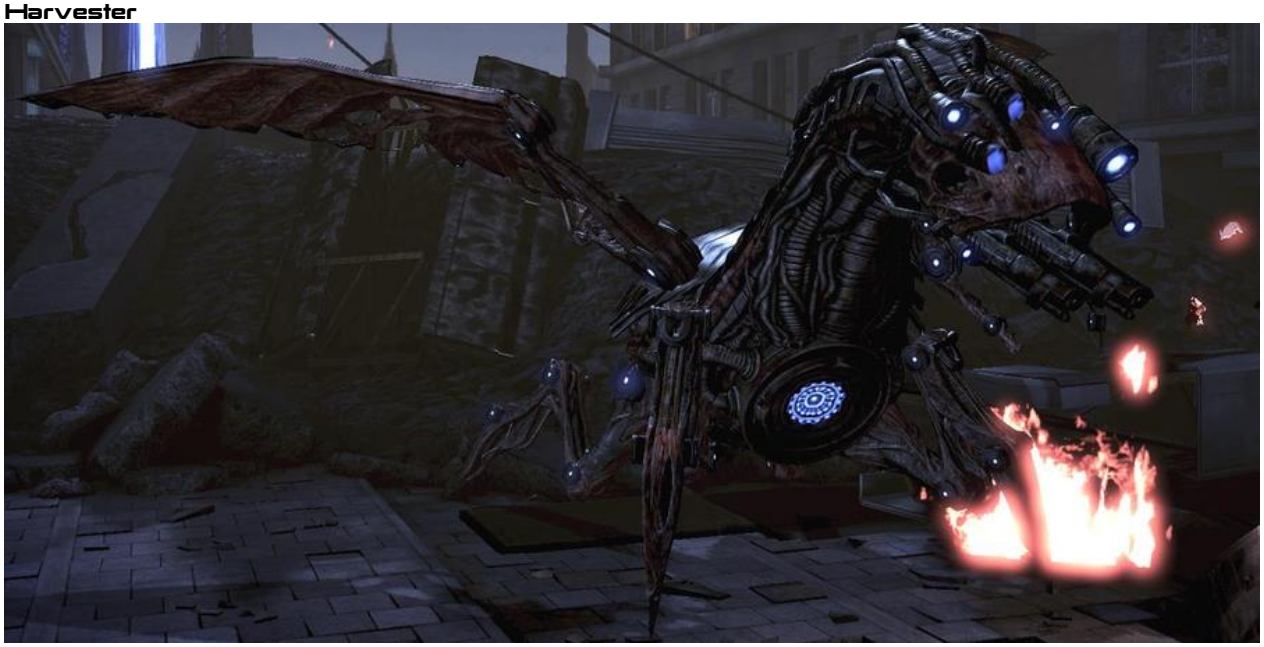
**Brute**

The brute is a hulking amalgamation of turian and krogan victims of the Reapers. Because tissue from dextro-protein species like the turians is incompatible with levo-protein species like the krogan, implants regulate the brute's body chemistry to combat organ rejection. It is the fusion of turian military skill and krogan blood rage that makes the brute such a formidable enemy, capable of destroying armored vehicles to get to the soldiers inside. Troops are advised to keep their distance, and, whenever possible, not engage a brute alone.
Initiative:10
DR:16 KB:0 HP:44 DV:12 BD:30
Dexterity:3D Knowledge:0 Mechanical:0 Perception:3D Strength:7D Technical:0
Brawling:7D Damage:7D+6
Move:10

**Banshee**

Banshees are the corrupted asari often found leading a Reaper strike force. The Reapers create them specifically from asari with active or latent predispositions to becoming Ardat-Yakshi, a rare neurological condition that enhances the asari's biotic power while causing the immediate death of anyone she mates with. Lumbering as though in constant pain, the emaciated banshees are surprisingly durable opponents. They are devastating biotics able to hurl lethal balls of energy and create shockwaves as they regenerate. What Alliance military finds most disturbing is the Banshee's ability to spawn her own warp field and seemingly teleport during combat. Although their wails have no apparent physiological effect, the psychological impact is undeniable. When banshees die, their Ardat-Yakshi genetics twist against them, causing a biotic implosion to ensure they evade capture.
Initiative:14
DR:16 KB:12 HP:35 DV:16 BD:25
Dexterity:4D Knowledge:0 Mechanical:0 Perception:4D Strength:6D Technical:0 Biotic:4D
Brawling:6D+6 Damage:6D+2
Move:7
*Talents: Biotic Charge, Warp, Shield Boost, Nova*

**Harvester**



Harvesters are intimidating creatures, being nearly a third of the size of a Thresher Maw and highly aggressive. The sight of a Reaper Harvester in flight nearby is one of the first indications that a Reaper invasion is underway. Their massive wingspan allows them to quickly cover the distance between them and their prey. In the Harvester's mouth are two heavy guns that fire in an alternating pattern. The Harvester's most fearsome quality, however, is that its appearance guarantees that Reaper ground troops are not far behind. During the Reaper invasion of the galaxy, numerous harvesters were corrupted and utilized by the Reapers as troop transports, atmospheric superiority craft, and ground support.
Initiative:7
DR:18 KB:0 HP:60 DV:8(21 in flight) BD:30
Dexterity:3D Knowledge:0 Mechanical:0 Perception:2D Strength:10D Technical:0
Brawling 6D Damage: 8D+8
Move:10 (on ground)/30(in flight)
Ranged:3D+9 - Twin Artillery Cannons Range:30m Damage:8D
*Spawn Husks. Harvesters when they land drop of D6 husks and may do it every 2 rounds. Every Harvester may spawn up to 8 times and then he has to harvest more troops.*

## Batarian Slavers

Slavery is an integral part of the batarian caste system, despite being illegal according to Council law. The custom is so deeply ingrained in batarian culture that batarians consider the Council's anti-slavery standing to be prejudicial. Rogue batarian slave rings are feared throughout the galaxy, especially among colonists on remote worlds, which are often raided by batarian slavers. Victims of such raids are usually implanted with control devices in their skulls, a painful operation. The slave trade is legal by batarian standards so it is also government funded. The slave rings have frigates, bases and even some military grade equipment, sometimes they get their intel form the batarian spy network which supplies them with best ambush spots and routes of colonist convoys.

### Batarian Slaver

Initiative:13
DR:7 (suit) KB:6 HP:29 DV:16 BD:12
Dexterity:4D Knowledge:2D Mechanical:3D Perception:3D Strength:4D Technical:2D
Move:10
Ranged Weapons:4D+6 - Judgemet Pistol Range:20m Damage:3D+2
or AT-12 RAIDER Shotgun Range:15m Damage:4D+2
or Terminator Assault Rifle Range:35m Damage:4D+2
Grenades:4D+6 - Gas Grenades with stun gas Range:20m Radius:10m
*Grenades: Targets not wearing combat suits or gas masks are knocked unconscious for 2D rounds unless they pass a difficult stamina check.*

### Batarian Slaver Pilot

Initiative:12
DR:7 (suit) KB:6 HP:26 DV:12 BD:9
Dexterity:3D Knowledge:3D Mechanical:4D Perception:3D Strength:2D Technical:3D
Move:10
Ranged Weapons:3D+6 - Judgemet Pistol Range:20m Damage:3D+2
*Batarian Slaver pilots, don't pilot capital ships mostly they used modified freighters or small frigates.*

### Batarian Slaver Captain

Initiative:12
DR:13 (suit) KB:12 HP:29 DV:17 BD:17
Dexterity:3D Knowledge:3D Mechanical:3D Perception:3D Strength:4D Technical:2D
Move:10
Ranged Weapons:4D+9 - Judgemet Pistol Range:20m Damage:3D+2
or Terminator Assault Rifle Range:35m Damage:4D+2

*Slave collars. It is nearly impossible to take of such a collar without it exploding (heroic demolitions and electronic devices checks). When they explode they kill an individual but do not cause any harm to the bystanders.*

## Cerberus

Cerberus is a human-survivalist paramilitary group led by the enigmatic Illusive Man. Cerberus' core belief is that humans deserve a greater role in the galactic community, and that the Systems Alliance is too hamstrung by law and public opinion to stand up effectively to the other Citadel races. Cerberus supports the principle that any methods of advancing humanity's ascension are entirely justified, including illegal or dangerous experimentation, terrorist activities, sabotage and assassination. Cerberus operatives accept that these methods are brutal, but believe history will vindicate them. Nevertheless, both the Systems Alliance and the Citadel Council have declared Cerberus to be a terrorist organization and will prosecute identified Cerberus agents accordingly. Cerberus ground forces are formed from personnel who are deemed physically suitable, be they unsuspecting volunteers, refugees or abductees. Cerberus agents maintain complete loyalty to Cerberus' cause.
Cerberus troops make liberal use of Shield Generators. These can power portable cover systems or Shield Pylons, which envelop nearby units in an extra layer of kinetic barriers. Vehicles employed by Cerberus forces include the M-080, the A-61 Mantis Gunship, and UT-47 Kodiak Drop Shuttle. The also deploy Rampart and Atlas mechs.

### Assault Trooper

Initiative:14
DR:13(suit) KB:10 HP:32 DV:18 BD:18
Dexterity:4D Knowledge:2D Mechanical:2D Perception:4D Strength:4D Technical:2D
Move:10
Assault Rifles: 4D+12 - M-96 Mattock Assault Rifle Range:40m Damage:6D+1(Frictionless Materials Level 2)
Melee:4D+8 - Combat Baton Damage:4D+3

### Combat Engineer

Initiative:14
DR:9(suit) KB: 8 HP:29 DV:15 BD:12
Dexterity:3D Knowledge:2D Mechanical:3D Perception:3D Strength:3D Technical:4D
Move:10
Pistols:3D+12 - M-6 Carnifex Pistol Range:30m Damage:5D(Frictionless Materials Level 2)
*Talents: Damping, Hacking, Detonate, Sabotage, Tech Armor, Combat Drone, Medicine, Overload*
*Automated Turret: Targeting Computer: 4D+6 Range: 75 Damage:8D Ammo:100 per Eezo Power Cell has a clip of 5 Cells.*

### Guardian

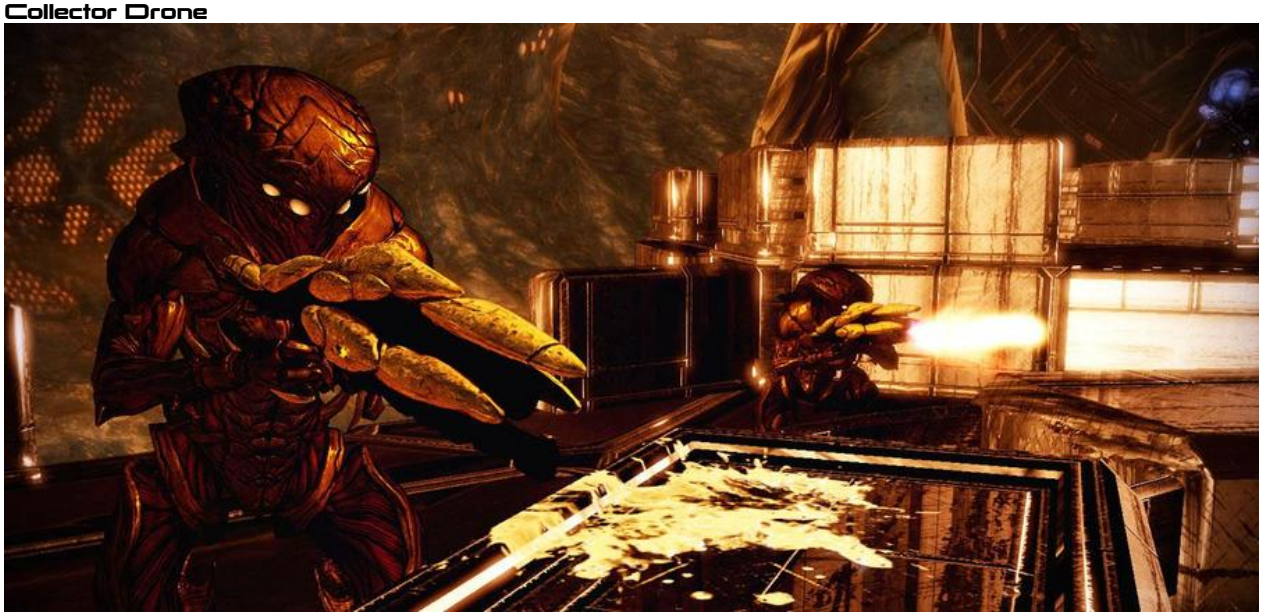
Initiative:17
DR:13(suit) (+8 when carrying a shield) KB:10 HP:32 DV:18 BD:18
Dexterity:4D Knowledge:2D Mechanical:2D Perception:4D Strength:4D Technical:2D
Move:10
Ranged Weapons: 4D+8 - M-25 Hornet Submachine gun Range:25m Damage:5D+1 (Frictionless Materials Level 2)
*Combat Shield. Guardians use combat shields, when doing so their DV is 32 for hitting a body part unprotected by the shield. Until they are hit with targeted shot the shield is up, after the first successful hit with the heightened DV the heavy drops the shield.*
Melee:4D+8 - Combat Baton Damage:4D+3

## Collectors

### Seeker Swarm

Seeker Swarms are technological devices used by the Collectors. They have the appearance of large light-brown insects, deployed in swarms from Collector ships. Once released, the Swarms seek organic targets and sting them, leaving their prey in a paralytic stasis-like state. This allows the Collectors to disable the populace of entire colonies, whereupon they move in and gather the bodies for transportation.
Initiative: 10
DR:1 HP:1 DV:25 BD:25
Dexterity:4D Knowledge:0D Mechanical:0D Perception:3D Strength:0D Technical:0D
Flight:16
Special: After being stung by a Seeker a character must pass a heroic stamina test all fall into paralytic statis.

### Collector Drone



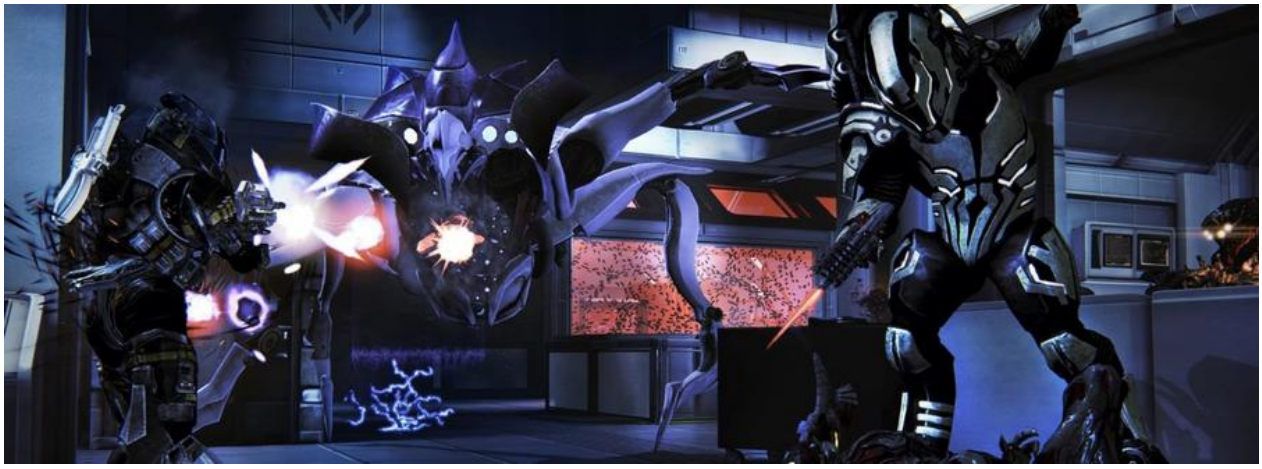
Collector Drone is the base of the Collector forces.
Initiative:12
DR:12 Biotic Barrier:12 HP:35 DV:15 BD:21 Willpower Defense:12
Dexterity:3D Knowledge:2D Mechanical:1D Perception:4D Strength:5D Technical:3D
Move:10/Flight:13
Ranged Weapons:3D+8 Collector Assault Rifle: Range:30m Damage:5D
Grenades: 3D+6 3 Frag Grenades
*Special: Most Collectors use biotic barriers instead of kinetic barriers the difference is their barriers do not regenerate in battle.*
*Flight: Collector Drones can fly and hover over ground and water.*

### Guardian

Collector Guardians are elite units with biotic talents. They act as lieutenants on the battle field.

Initiative:14
DR:12 Biotic Barrier:12 HP:35 DV:17 BD:21 Willpower Defense:16
Dexterity:4D Knowledge:2D Mechanical:1D Perception:4D Strength:5D Technical:3D Biotic:3D
Move:10/Flight:13
Ranged Weapons:4D+8 Collector Assault Rifle: Range:30m Damage:5D or
Collector Particle Beam Sniper Rifle Range:120m Damage:3D+2/7D+2 (ignore armor DR and KB)
*Special: Most Collectors use biotic barriers instead of kinetic Guardians may regenerate their biotic barriers.*
*Flight: Guardians can fly and hover over ground and water.*
Biotic Talents: Barrier, Warp Ammo

### Praetorian



Praetorians are heavy units of the Collector forces very rare to be seen on battlefield

Initiative:12
DR:18 Biotic Barries:16 HP:44 DV:17 BD:30 Willpower Defense:20
Dexterity:3D Knowledge:4D Mechanical:2D Perception:3D Strength:8D Technical:3D Biotic:3D
Move:9/Flight:10
Energy Weapons:3D+8 Twin Particle Beams Range:50m Damage:8D (ignore armor DR and KB, also this weapons has a cooldown of one round so it can be fired only every 2 rounds.
Brawling:8D Damage: 8D+6
*Special: Most Collectors use biotic barriers instead of kinetic Praetorians may regenerate their biotic barriers.*
*Flight: Praetorians can fly and hover over ground and water.*
*Immune to: Stasis, Charge or Dominate.*
*Death Choir: Is a brawling attack preceded by a pounce that has a range of 20m. Roll 8D against targets brawling defense or difficult to see if the jump was on target. This jump has a cooldown of 2 rounds.*

## Critters

### Varren

Varren are omnivores with a preference for living prey. Originally native to the krogan homeworld of Tuchanka, they aresavage, clannish, and consummate survivors. They are pack hunters when vulnerable prey is readily available and become scavengers when outnumbered or outclassed. Their supreme adaptability, vicious demeanor and rapid breeding cycle have made them ubiquitous and dangerous pests on many worlds. Virtually everywhere the krogan have been, varren infestations have followed, wreaking havoc with the native ecology. The krogan have had a love-hate relationship with varren for millennia, alternately fighting them for territory and embracing them as treasured companions. To this day, krogan—and some other species, including batarians—raise them as beasts of war. A common subgenus of varren has metallic silver scales, leading to the rather unusual nickname 'fishdogs'. These medium sized animals travel in packs of 3 to 12.
Initiative:18
DR:6 KB:0 HP: DV:16 BD:18
Dexterity:3D Knowledge:0 Mechanical:0 Perception:5D Strength:4D Technical:0
Move:13
Brawling:+6 Damage:4D+3 Teeth
Serach:5D+8 (smell)

### Rachni

The rachni are an extinct insect-like species from the planet Suen that threatened Citadel space roughly two thousand years ago during the Rachni Wars. Intelligent and highly aggressive, the spacefaring rachni were driven to expand and defend their territory. They were eventually defeated and completely eradicated by the krogan, who had been uplifted by the salarians for their combat prowess and physical resilience to directly confront the rachni in the harsh environments of the rachni worlds. The accidental discovery of the rachni led to the Citadel races curbing their rapid expansion, in fear of being plunged into another galactic war.
Initiative:13
DR:12 KB:0 HP:38 DV:16 BD:18
Dexterity:4D Knowledge:2D Mechanical:0 Perception:3D Strength:6D Technical:0
Move:10
*Acid Spit. Rachni spit (4D+3 skill) acid which damages armor, for every hit lower the DR of the armor by 2 until the armor is repaired.*

## Mechs

### M1 Worker Mech

Cost: 4000
Skill: Mech Operation/Synthetics
Availability: Common
This is a civilian version of the LOKI Mech used in factories or by corporations for minor tasks. Mostly used in unfriendly environments. The only reason why mechs have not replaced humanoids in labor are some citadel regulations and the need for regular maintenance.
Initiative:9
DR:6 KB:0 HP:26 DV:9 BD:6
Dexterity:3D Knowledge:1D Mechanical:2D Perception:2D Strength:2D Technical:1D
Move:9

### FENRIS Mech

Cost: 6000
Skill: Mech Operation/Synthetics
Availability: Common/Restricted
**FENRIS Mechs** are mechanical constructs designed by Hehne-Kadar specifically for security they are identifiable by their white armor and red lights. For many humans, the FENRIS Mechs are viewed as the mechanical analogs of "attack dogs" and mimic dog-like behavior when they attack a target. FENRIS Mechs possess advanced sensory equipment allowing them to detect weapons and narcotics, used in the same manner bomb- and drug-sniffing dogs would, and have been seen deployed alongside LOKI mechs. A major disadvantage to FENRIS Mechs, and indeed to all mechs, is that their software programming can be hacked, altered, or overridden by an experienced hacker, and FENRIS Mechs can be turned against those they are tasked with serving.
Initiative:10
DR:8 KB:0 HP:26 DV:15 BD:12
Dexterity:4D Knowledge:0D Mechanical:0D Perception:2D Strength:2D Technical:0D
Move:12
Weapon: Electro Shocker Range: 2m Damage: 4D and stun for 1 round
*Serach Function 2D+12 for every next Fenris Mech in Search party add 1D*

### LOKI Mech

The Hehne-Kadar manufactured LOKI Mech is a bipedal humanoid security robot designed for security detail and guard duty in locations where manpower is an issue, or where the use of organics for "around the clock" shifts is unfeasible. While inexpensive and relatively basic as far as security units go, LOKI Mechs have a number of interesting features. They possess a basic personality suite and are easily programmed for various security tasks, and can be equipped with any of numerous weapon systems — both lethal and non-lethal — as circumstances dictate. A LOKI Mech that switches to its security protocols is easily identified; the dual "eye" on the unit turns from white to red.
Initiative:9
DR:8 KB:0 HP:29 DV:16 BD:9
Dexterity:3D Knowledge:0D Mechanical:2D Perception:2D Strength:3D Technical:1D
Move:9
Ranged Weapons: 3D+8 - M-4 Shuriken Elkoss Combine Range: 20m Damage: 4D
*When brought to 0 HP LOKI autodestructs dealing 4D Damage in 4 meters radius.*

### Hehne-Kadar YMIR Mech

Cost: 36000
Skill: Mech Operation/Synthetics
Availability: Uncommon/Restricted
The Battle **YMIR Mech**, or Model 34-A also called a Heavy Mech, is a massive killing machine designed for anti-infantry purposes. Clad in bone-white armor with red lights, they are utilized by Eclipse and Blue Suns mercenaries as infantry support. They are also used as security in some colonies and are frequently seen alongside LOKI mechs. Heavily armored and shielded, YMIR Mechs possess twin automatic mass accelerator cannons concealed in the right arm and a missile launcher in the left.
Initiative:12
DR:16 KB:18 HP:50 DV:12 BD:24
Dexterity:3D Knowledge:1D Mechanical:2D Perception:3D Strength:8D Technical:1D
Move:8
Ranged Weapons: 3D+12 Twin Mass Accelerator Cannon Range: 50m Damage: 7D
Missile Launcher Range: 50m Damage: 7D (5m)
*When brought to 0 HP YMIR autodestructs dealing 8D Damage in 8 meters radius.*

## RAMPART Mech

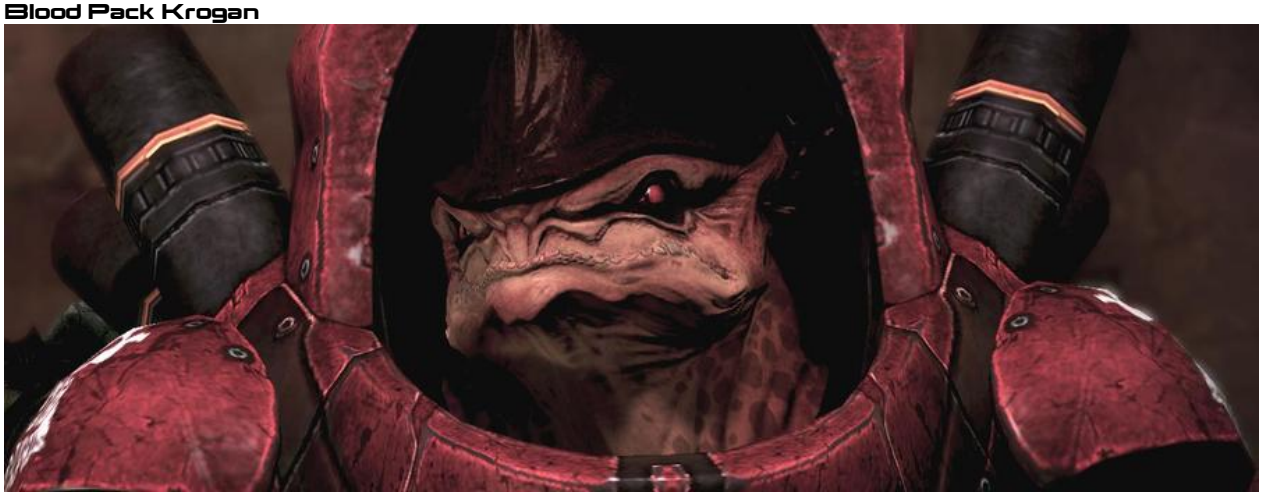
**Cost:** Unknown
**Skill:** Mech Operation/Synthetics
**Availability:** Rare/Restricted
Rampart mech is a flexible combat unit designed for control and intimidation of urban terrain. It is fitted with infrasound and scent markers that are "fight or flight" triggers for several species and are intended to subdue or disperse a crowd. When necessary, Rampart mechs can channel all available power into generating a high-intensity shield that defends against hacking or biotic attacks and weapons fire, protecting the Rampart until reinforcements arrive. For combat, most Rampart mechs are equipped with a standard issue shotgun; if damaged beyond repair, the Rampart mech destroys the shotgun's aluminum-alloy heat-dispersal sinks, coating any nearby assailants in red-hot residue that burns through armor. In extreme situations, the Rampart mech overclocks into a "hunter-killer" mode, diverting power from its unique shields to single-mindedly destroy its target. In this mode, the Rampart mech moves faster, attacking with a flash-forged omni-blade that targets unprotected nerve clusters and immobilizes the luckless target. The Rampart also channels excess heat through the dispersal sinks, visibly burning off material to create an intimidating display as it advances.
Initiative:9
DR:11 KB:0 HP:29 DV:15 BD:21
Dexterity:3D Knowledge:0D Mechanical:2D Perception:2D Strength:3D Technical:1D
Move:10
Ranged Weapons: 3D+8 - M-23 Katana Range: 15m Damage: 5D+1
*In Hunter-Killer mode the Rampart has no KB but he activates an Omni-Blade with a skill of 3D+12 dealing 4D+3 damage.*
*In Energy Shield mode KB raise to 18 and regenerate 6 points per round. In this mode Rampart cannot attack, but is immune to biotic and technical talents. Energy Shield mode can be kept up for 2 minutes, after that Rampart cannot use it until returning to home base.*
*When M-23 damaged Rampart destroys it dealing 5D+1 Damage in 10 meters radius.*
*When brought to 0 HP Rampart autodestructs dealing 4D Damage in 4 meters radius.*

## Mercenary Corporations

### Blood Pack

Originally a small Terminus Systems vorcha gang, the Blood Pack was transformed into a mercenary legion by visionary krogan battlemaster Ganar Wrang. Leading the vorcha pack as a pirate crew, Wrang cultivated recruits and infamy for a decade before incorporating his fighters as a security company across the Skyllian Verge. Banned from Citadel Space, the Blood Pack bribes its way through spaceports into armed conflicts across the galaxy. Priding themselves for accepting otherwise untouchable contracts, the Blood Pack rejects body guarding and security in favor of cases requiring minimal oversight and maximal violence. Blood Pack appears to be, for the most part, made entirely of vorcha and krogan members, though they also use varren as war beasts. Seeing the potential of the vorcha's individual adaptability, krogan Blood Pack mercenaries often sweep pockets of vorcha, gathering them up and literally beating them into soldiers. Vorcha “trained” by this ordeal are stronger, faster, smarter, and more resilient than other members of the race.

#### Blood Pack Krogan



Initiative:15
DR:18 (armor) KB:6 HP:38 DV:15 BDV:24 MDV:24
Dexterity:3D Knowledge:2D Mechanical:1D Perception:3D Strength:6D Technical:1D
Move: 10
Hand to Hand Combat: 6D+8 - Brawling Damage:6D+6
Ranged Weapons: 3D+10 - AT-12 Raider Shotgun Range:15m Damage:4D+2
or Terminator Assault Rifle Range:35m Damage:4D+2

#### Blood Pack Vorcha

Initiative:10
DR:6 KB: 0 HP:32 DV:18 BD:12
Search:2D+6 (special)
Dexterity:4D Knowledge:1D Mechanical:2D Perception:2D Strength:4D Technical:1D
Move: 10
Hand to Hand Combat: 4D+8 - Brawling Damage:4D+6
Ranged Weapons: 4D+6 - Executioner Pistol Range:25m Damage:4D
or Punisher Submachine gun Range:20m Damage:3D+2
or ML-77 Missile Launcher Range:75m Damage:7D(5m)

## Blue Suns

The Blue Suns are a "private security organization," in reality a mercenary outfit, operating in the Skyllian Verge. The Blue Suns have a reputation for being both discreet and ruthlessly efficient, and as such charge a sizable fee. They were founded by Zaeed Massani and Vido Santiago. After betraying Zaeed, Vido hired many batarians into his ranks, even naming Solem Del'Serah his head of operations, though this act was little more than a PR stunt calculated as a sign of cooperation to placate his batarian benefactors, and to draw away fire from potential assassination attempts. It worked on both counts and the partnership lasts to this day. Over the next decade the Suns grew into a fearsome combat force spanning dozens of systems. Blue Suns mercenaries often have a tattoo of a blue sun somewhere on their body. During high-risk jobs, the tattoo would be removed with an acid wash to prevent them being identified, then reapplied once the job was finished. Blue Suns consist mostly of batarians, turians, and humans, and also employ YMIR, FENRIS, and LOKI Mechs.

### Blue Suns Batarian
Initiative:16
DR:10 KB: 6 HP:32 DV:16 BD:12
Dexterity:4D Knowledge:2D Mechanical:2D Perception:4D Strength:4D Technical:2D
Move: 10
Ranged Weapons: 4D+6 - M-23 Katana Shotgut Range:15m Damage:5D+1

### Blue Suns Human
Initiative:13
DR:9 KB: 6 HP:29 DV:15 BD:12
Dexterity:4D Knowledge:2D Mechanical:3D Perception:3D Strength:3D Technical:3D
Move: 10
Ranged Weapons: 4D+6 - M-7 Lancer Assault Rifle Range:35 Damage:5D

### Blue Suns Turian
Initiative:16
DR:9 KB: 6 HP:32 DV:15 BD:12
Dexterity:4D Knowledge:2D Mechanical:2D Perception:4D Strength:4D Technical:2D
Move: 10
Ranged Weapons: 4D+6 - M-7 Lancer Assault Rifle Range:35 Damage:5D

### Blue Suns Human Engineer
Initiative:12
DR:9 KB: 6 HP:29 DV:15 BD:12
Dexterity:3D Knowledge:2D Mechanical:3D Perception:3D Strength:3D Technical:4D
Move: 10
Ranged Weapons: 3D+6+4 - Karpov Pistol Range:25 Damage:4D (Combat Optics Level 2)
*Talents: Damping, Sabotage, Hacking, Medicine, Tech Armor, Overload*

### Blue Suns Turian Infiltrator
Initiative:15
DR:9 KB: 6 HP:29 DV:17 BD:12
Dexterity:4D Knowledge:2D Mechanical:2D Perception:3D Strength:3D Technical:4D
Move: 10
Sniper Rifles: 4D+10 - Lightning Strike Sniper Rifle Range:110 Damage:2D+2/6D+2 (Frictionless Materials Level 2)
*Talents: Damping, Sabotage, Tech Armor, Overload*

## CAT6

CAT6 is a private military corporation that takes its name from "Category 6", the term used for soldiers who are dishonorably discharged from the Systems Alliance. CAT6 members are known to have extensive criminal records and histories of steroid abuse. Beside that not much is known about the CAT6. Due to their military training CAT6 is the most dangerous mercenary group, they utilize military tactics and rashly adapt to situations. They also have access to military equipment and vehicles, it is easy for them to pose as Alliance soldiers since they know all the protocols and passwords. It is extremely rare to capture a CAT6 operative alive. The price for their services is steep, so not many can afford CAT6, but you can be sure that they will accomplish any contracted mission or die trying. CAT6 operatives never go solo, they always move in small squads counting at least 3 squad mates.

### CAT6 Specialist

Initiative:16(17)
DR:12(suit) KB:9 HP:29 DV:21 BD:15
Dexterity:4D Knowledge:2D Mechanical:2D Perception:4D Strength:3D Technical:3D
Move: 10
Ranged Weapons: 4D+9 - M-9 Tempest Submachinegun Range:20m Damage:4D+1
Brawling: 3D+9 - Shock Baton Damage:3D+6
Grenades: 4D+9 - 6xGendade 2xProximity Mine
*Talents: Disarm, Charge, Precision, Inferno Grenade, Combat Drone (Electronic Devices+10)*

### CAT6 Sniper

Initiative:16(17)
DR:10(suit) KB:9 HP:26 DV:21 BD:12
Dexterity:4D Knowledge:2D Mechanical:2D Perception:4D Strength:2D Technical:4D
Move: 10
Sniper Rifles: 4D+18 - M-29 Incisor Sniper Rifle Range:200m Damage:4D+2/8D+2
*Talents: Tactical Cloak(Decryption +10), Assassination*

### CAT6 Heavy

Initiative:16(17)
DR:14(suit) (shield +9) when carrying a shield) KB:12 HP:32 DV:21 BD:21
Dexterity:4D Knowledge:2D Mechanical:2D Perception:4D Strength:4D Technical:2D
Move: 10
Ranged Weapons: 4D+9 - M-76 Revenant Assault Rifle Range:40m Damage:6D
*Combat Shield. CAT6 Heavy use combat shields, when doing so their DV is 33 for hitting a body part unprotected by the shield. Until they are hit with targeted shot the shield is up, after the first successful hit with the heightened DV the heavy drops the shield.*

*Squad Awareness. All CAT6 operatives have raised Initiative by 1 when working in squads.*

## Eclipse

Eclipse is a mercenary corporation that was founded by asari commando Jona Sederis. The organization provides effective security and firepower for prospective employers; they have few scruples about the nature of those who hire them, so long as they can afford their services. Eclipse in general favors stealth, discrimination, and "intelligent" ways of conducting battles. They are not as disciplined as their more established rivals in the Blue Suns, but make up for this with cutting edge equipment. Eclipse also has many ventures that delve into smuggling; they control nearly 20% of all smuggling on Omega, and specialize in transporting illicit goods and criminals from place to place. Prospective Eclipse operatives, at least on Illium, are rumored to be required to successfully commit a murder before they can be given their uniform. Eclipse is primarily made up of asari, salarians, and humans. YMIR, FENRIS, and LOKI Mechs are also utilized.

### Eclipse Human
Initiative:13
DR:11 KB:9 HP:29 DV:15 BD:12
Dexterity:4D Knowledge:2D Mechanical:3D Perception:3D Strength:3D Technical:3D
Move: 10
Ranged Weapons: 4D+6 - Thunder Assault Rifle Range:35 Damage:5D+1

### Eclipse Salarian
Initiative:17
DR:11 KB:9 HP:29 DV:15 BD:12
Dexterity:3D+1 Knowledge:3D Mechanical:2D Perception:4D+2 Strength:3D Technical:3D
Move: 10
Ranged Weapons: 4D+6 - Thunder Assault Rifle Range:35 Damage:5D+1

### Eclipse Salarian Engineer
Initiative:14
DR:9 KB:9 HP:26 DV:15 BD:9
Dexterity:3D Knowledge:3D Mechanical:2D Perception:3D+1 Strength:2D Technical:4D+2
Move: 10
Pistols: 3D+6+4 - Razer Pistol Range:25 Damage:4D+1 (Combat Optics Level 2)
*Talents: Damping, Sabotage, Hacking, Medicine, Combat Drone*

### Eclipse Asari Vanguard
Initiative:14
DR:10 KB:9 HP:29 DV:17 BD:12
Dexterity:4D Knowledge:4D Mechanical:2D Perception:3D Strength:3D Technical:2D Biotics:2D
Move: 10
Pistols: 4D+10+4 - Razer Pistol Range:25 Damage:4D+1 (Combat Optics Level 2)
*Talents: Throw, Pull, Barrier, Warp*

## Talons

The Talons are a mercenary organization based on Omega. They are highly organized, setting them apart from other gangs like the Blood Pack, but just as dishonorable. Prior to the plague of 2185, the Talons were an obscure group with negligible influence, but the devastation of the plague combined with Commander Shepard's actions against mercenaries on the station resulted in a power vacuum that the Talons rapidly filled. After Omega fell to Cerberus and Aria T'Loak was exiled, the Talons continued a resistance effort against the occupiers, freeing detained civilians and other hit and run ops against Cerberus occupiers. Under Nyreen's leadership, The Talons was molded from small-time merc gang into an organized force, whose troopers fought with higher purpose. After Omega was liberated, the Talons become the new security forces on Omega.

### Talon Turian
Initiative:17
DR:9 (suit) KB:9 HP:32 DV:18 BD:16
Dexterity:4D Knowledge:2D Mechanical:2D Perception:3D Strength:4D Technical:3D
Move: 10
Ranged Weapons: 4D+6 - Thunder Assault Rifle Range:35 Damage:5D+1

### Talon Batarian
Initiative:16
DR:10 (suit) KB:9 HP:32 DV:16 BD:16
Dexterity:4D Knowledge:2D Mechanical:2D Perception:4D Strength:4D Technical:2D
Move: 10
Ranged Weapons: 4D+6 - Thunder Assault Rifle Range:35 Damage:5D+1

### Talon Krogan
Initiative:12
DR:16 (suit) KB:9 HP:35 DV:15 BDV:21 MDV:21
Dexterity:3D Knowledge:2D Mechanical:1D Perception:3D Strength:5D Technical:1D
Move: 10
Hand to Hand Combat: 5D+6 - Brawling Damage:5D+6
Ranged Weapons: 3D+10 - Tornado Shotgun Range:15m Damage:5D+1

### Talon Human
Initiative:13
DR:9 (suit) KB:9 HP:29 DV:18 BD:13
Dexterity:4D Knowledge:2D Mechanical:3D Perception:3D Strength:3D Technical:3D
Move: 10
Ranged Weapons: 4D+6 - Thunder Assault Rifle Range:35 Damage:5D+1

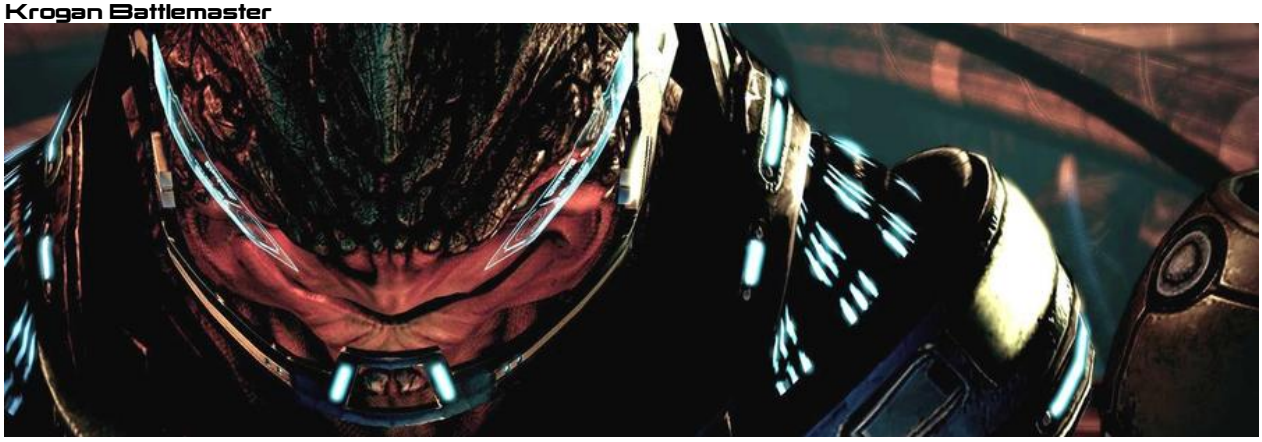
*Omega Tactical Advantage. All Talon mercs have a +6 to any Knowledge and Perception roll concerning operations on Omega.*

## Special

### Asari Commando

The asari commandos are one of the best trained special forces in the known universe. They are powerful asari biotics who form the elite of the asari military. Often in the maiden stages of their lives, they usually fight in small groups using guerrilla tactics. Commandos dress in distinctive brown uniforms and are usually armed with shotguns or assault rifles. They are considered amongst the finest individual warriors in the galaxy, comparable to Krogan Battlemasters. This is a characteristic of a foot soldier in the ranks of the asari special forces.
Initiative:19
DR:14 KB:12 HP:29 DV:20 BDV:24 MDV:20
Dexterity:3D Knowledge:3D Mechanical: 2D  Perception:4D Strength:3D Technical:2D Biotic:3D
Move 10
Assault Rifles:3D+18 - M-15 Vindicator Assault Rifle Range:40m Damage:6D(Frictionless Materials)
Melee:3D+8 - Acker Rapier Damage:3D+5
Asari Commandos wear a special armor tailored individually so it cannot be purchased and it doesn't fit on someone else.
*Talents: Overkill, Precision, Combat Armor, Shield Boost, Barrier, Warp, Lift*

### Krogan Battlemaster



Krogan Battlemasters, are some of the toughest krogan in existence. They are rare because of their biotic abilities and their determination. The Battle Masters were officers of the krogan military. Tough, disciplined, well-armed, and biotically gifted, a single Battle Master is said to be an equal match to ten soldiers of any other species. Battle Masters regard killing as a science and focus on developing economy of motion which allow them to maximize the advantage gained from their incredible strength in battle; a single blow from a Battle Master is usually enough to kill or severely incapacitate any non-krogan.
Battle Masters hold little regard for the honor that other races often display in combat; they will use any means necessary to achieve their goals, no matter how reprehensible.
Initiative:18
DR:18* KB:12* HP:38 DV:20 BDV:24 MDV:24
Brawling/Melee: 6D+10 MD:6D+6 (+6 battle cleaver)
Dexterity:3D Knowledge:2D Mechanical:1D Perception:3D Strength:6D Technical:1D Biotic: 3D
Move:10
Shotguns:3D+18 - M-300 Claymore Shotgun Range:20m Damage:6D (Phasic Rounds)
Melee:6D+9 - Krogan Battle Cleaver Damage:6D+10
*with Warlord armor
*Talents: Carnage, Charge, Disarm, Combat Armor, Shield Boost, Immunity, Fortification, Barrier, Throw, Stasis, Warp*

The Alliance military is respected by the Citadel races for its novel tactics and technology. Their strength lies in fire support, flexibility, and speed. The Council regards the Alliance as a "sleeping giant" as only 3% of humans volunteer for military service. They make up for low numbers with sophisticated technical support in the form of VIs, drones, artillery, and electronic warfare, and emphasis on mobility and individual initiative. Their military doctrine is based on bypassing enemy strong points and launch deep into their rear, cutting supply lines and logistics, destroying headquarters and support units, leaving enemies to "wither on the vine".

### Systems Alliance Marine (Private)
Initiative:15
DR:11 (suit) KB:9 HP:30 DV:17 BD:15
Dexterity:4D Knowledge:2D Mechanical:3D Perception:3D+1 Strength:3D Technical:2D+2
Move:10
Ranged Weapons:4D+9 - M-8 Avenger Assault Rifle Range:35m Damage:4D
Grenades:4D+6 - Grenades Range:20m Radius:3m Damage:5D

### Systems Alliance Sergeant (Gunnery Chief - Engineer)
Initiative:18
DR:12 (suit) KB:9 HP:30 DV:18 BD:17
Dexterity:4D Knowledge:2D Mechanical:2D Perception:3D Strength:3D+1 Technical:3D+2
Move:10
Assault Rifles:4D+12 - M-8 Avenger Assault Rifle Range:35m Damage:4D
Ranged Weapons:4D+9 - Kessler Pistol Range:25m Damage:3D
Grenades:4D+9 - Grenades Range:20m Radius:3m Damage:5D
*Talents: Precision, Omni-Blade*

### Systems Alliance N7 Operative (Lieutenant)
Initiative:18
DR:14 (suit) KB:12 HP:32 DV:18 BD:17
Dexterity:4D Knowledge:2D Mechanical:2D Perception:4D Strength:4D Technical:2D
Move:10
Assault Rifles:4D+18 - N7 Valkyrie Assault Rifle Range:40m Damage:7D (Frictionless materials level 2)
Ranged Weapons:4D+9 - M-5 Phalanx Pistol Range:30m Damage:5D (Frictionless materials level 2)
Grenades:4D+9 - Proximity Mines Range:20m Radius:5m Damage:10D
*Talents: Overkill, Disarm, Precision, Combat Armor, Shield Boost, Omni-Blade*
Note: N7 Operatives have different specializations some are engineers, some biotics and others pure soldiers so they talents may vary.

# MASS EFFECT TIMELINE

## Prehistoric Times (Unknown BCE - 1,000,000,000 BCE)

**Unknown BCE** - The Leviathans dominate the galaxy, enthralling every new sapient race they encounter and protecting them in return for tribute. The Leviathans consider themselves the galaxy's first and only apex race.
After observing that their subservient races create synthetic races who consistently and violently rebel, the Leviathans create an Intelligence to seek a way to permanently preserve organic life. The Intelligence creates an army of pawns to gather genetic information throughout the galaxy.
The Intelligence betrays the Leviathans, using its pawns to slaughter them for their genetic material to create Harbinger, the first Reaper. Thus begins the cyclical harvest of the galaxy's intelligent organic life by the Reapers, part of a vast experiment conducted by the Intelligence to fulfill its mandate.
The Intelligence creates the mass relay network to increase the efficiency of the cycles, allowing galactic civilizations to develop faster and more consistently between harvests.

## Pre-Prothean Times (1,000,000,000 BCE - 68,000 BCE)

**1,000,000,000 BCE** - The Leviathan of Dis, a Reaper, is killed by the Leviathans. Its corpse comes to rest on the planet Jartar and remains undisturbed for nearly one billion years.
**37,000,000 BCE** - An unknown spacefaring race fires a mass accelerator round at a Reaper near the planet Mnemosyne. The round penetrates the Reaper, disabling it, and continues moving through space, eventually striking the planet Klendagon and creating the geological feature there known as the Great Rift Valley.
**298,000 BCE** - The ancient arthenn race flourish in the Zelene system, living on the planet Helyme until being destroyed in an unknown event that wiped out all complex life on the planet. They also maintained a presence on other planets in the system including Epho, which bears the scars of an ancient orbital bombardment, and Gaelon, which may have been mined for helium-3.
**125,000 BCE** - Ancient spacefaring races called the thoi'han and inusannon fight over the planet Eingana, littering the planet with the debris of hundreds of starships. Refined element zero scattered by broken drive cores contaminates the environment, causing many native species to go extinct and those that survive to show a tendency to develop biotic powers.

## Pre-Council Times (68,000 BCE - 500 BCE)

**68,000 BCE** - The Protheans achieve spaceflight and discover mass effect technology from the ruins of the extinct inusannon. They go on to establish a galaxy-wide civilization linked by the mass relay network with the Citadel as their capital. At some point, the Protheans encounter a hostile race of machine intelligences that endanger their existence. To combat this threat, the Protheans aggressively assimilate many other spacefaring organic races into their empire. The Prothean Empire is able to fend off the machines in a conflict known as the "Metacon War".
**48,000 BCE: Fall of the Protheans** - The Prothean Empire collapses with the arrival of the Reapers through the Citadel. Although the Protheans had learned of the Reapers' existence from studying the ruins of previous civilizations and had begun to prepare, they were nonetheless caught off-guard. Over the next several centuries, the Protheans fight the Reapers system by system, world by

world, and city by city. In the end, it is not enough. The Reapers methodically wipe out the remaining Protheans, as well as other contemporary races, and depart the galaxy to await the next cycle.
**6000 BCE** - Seeking to escape the imminent explosion of their sun, an alien race constructs an AI-managed starship equipped with supercomputers containing a virtual world, into which some one billion of the aliens transfer their consciousnesses. The starship begins a journey throughout the galaxy which lasts for the next 8,000 years.
**1900 BCE** - Tuchanka, the krogan homeworld, enters the nuclear age. In a global conflict, weapons of mass destruction are released, triggering a nuclear winter. In the resulting devastation, krogan society devolves into a collection of warring clans.
**1800 BCE** - A supernova propels the Mu Relay, the only point of access to the remote Pangaea Expanse, out of position. Concealed somewhere in the dense nebula formed by the supernova, the relay's position is effectively lost for centuries. Later, the rachni rediscover the relay.
**580 BCE** - After developing faster-than-light spacefaring capabilities based upon Prothean technology, the asari begin to explore the mass relay network, and eventually discover the huge Citadel space station at a hub of many mass relays.
**520 BCE** - The salarians discover the Citadel and open diplomatic relations with the asari.

## Council Era - Formation (500 BCE - 1 CE)

**500 BCE: Founding of the Citadel** Council - The Citadel Council is formed. The asari and salarians together colonize the Citadel and establish it as a center of the galactic community, led by the Council. This year is also known as 0 GS, the beginning of the Galactic Standard (GS) timeline. As a gesture of openness with their new asari allies, the Salarian Union opens the records of the League of One. Under threat, the League responds by assassinating every member of the Union's inner cabinet; Special Tasks Group operatives then hunt down and eliminate the League. First contact is made with the volus. Eventually, the Citadel Council commissions the volus to draw up the Unified Banking Act, which establishes a standard galactic currency known as the credit and links all galactic economies.
The turian Unification War occurs. The increasingly isolated and xenophobic colonies on the frontiers of turian space go to war with each other. After years of fighting, the Turian Hierarchy sweeps in and pacifies the remaining factions. Animosity between turian colonies continues for decades.
**200 BCE to 1 CE** The Council grants the volus the honor of being the first non-Council species with an embassy at the Citadel, rather than a Council seat. First contact is made with the batarians. They are granted an embassy a century later. The asari discover the elcor home system and help the elcor locate and activate their nearest mass relay. "Within one elcor lifetime" they establish a regular trade route to the Citadel and are granted an embassy. First contact is made with the hanar and the quarians. Both races are later granted embassies.

## Council Era - War and Rebellion (1 CE - 900 CE)

**1 CE: The Rachni Wars** - The rachni, a species of highly intelligent hive-minded insects, are discovered when a Citadel expedition opens a dormant mass relay leading to their star systems. The rachni prove to be hostile and begin a war with the rest of the galaxy. Negotiation with the rachni queens is impossible because they cannot be contacted in their underground nests on the toxic rachni worlds.
**80 CE** - The Rachni Wars continue. The salarians make first contact with and uplift the primitive krogan, manipulating them into acting as soldiers for the Citadel Council. The krogan prove able to survive the harsh environments of the rachni worlds and pursue the rachni into their nests, systematically eradicating queens and eggs.
**300 CE** - The rachni are declared extinct. In gratitude for their aid during the Rachni Wars, the Council rewards the krogan a new homeworld. Free of the harsh environment of Tuchanka, the krogan population explodes.

**300 to 700 CE** - The krogan begin to expand exponentially, colonizing many new worlds. Growing concerns about their expansion lead to the founding of the Special Tactics and Reconnaissance branch of the Citadel.
**693 CE** - Bilo Geerjay, a former salarian operative, becomes the first Council Spectre.

**700 CE: The Krogan Rebellions** - Krogan warlords leverage veterans of the Rachni Wars to annex territory from other races in Citadel space. Eventually the Council demands withdrawal from the asari colony of Lusia, but the krogan refuse. A preemptive strike is made on krogan infrastructures by the Spectres. The Krogan Rebellions begin.
The Citadel Council makes first contact with the turians around this time and persuades them to aid in the war. After the krogan respond to the initial turian offensive by devastating turian colonies with weapons of mass destruction, the turians vow to stop the krogan from ever becoming a threat again. Sometime after the turians join the galactic community, the volus are accepted as a client race of the Turian Hierarchy.
**710 CE** - Realizing that the krogan will never give in as long as they can replenish their fighters, the turians unleash a salarian-engineered bio-weapon known as the genophage on the krogan. The krogan population starts its decline.
**800 CE** - The Krogan Rebellions end, though scattered krogan insurgent actions continue for decades. The turians fill the military and peacekeeping niche left by the decimated krogan. The Citadel Conventions are drawn up in the wake of the conflict.

## Council Era - Expansion (900 CE - 2157 CE)

**900 CE** - The turians are granted a seat on the Citadel Council in recognition for their service in the Krogan Rebellions.
**1400 CE** - Extensive and unchecked industrial expansion on the drell homeworld Rakhana begins taking a significant toll on the planet's environment.
**1600 CE** - The first sightings of the Collectors are reported in the Terminus Systems. In Citadel space, the claims are dismissed as unsubstantiated rumors and tall tales.
**1755 CE** - Samara's three daughters are diagnosed as Ardat-Yakshi. Rila and Falere accept exile, but Morinth flees. Samara takes the oaths of the asari justicars and pursues her errant daughter for the next 430 years.
**1880 CE** - Aria T'Loak arrives on Omega, a space station in the Terminus Systems regarded as the region's nominal capital. Aria is hired by the station's warlord as an enforcer and quickly becomes one of his most trusted lieutenants.
**1895 CE: The Geth War** - The geth, machines created by the quarians as a source of cheap labor, become self-aware. Fearing a geth uprising, the quarians begin dismantling them. The geth revolt against their quarian masters. In the resulting conflict--known to the geth as the Morning War--the geth systematically drive the quarians from their own worlds. The surviving quarians are reduced to living as spacefaring nomads aboard the Migrant Fleet. Contrary to expectations, the geth do not venture outside the former quarian systems into wider Citadel space, instead isolating themselves from the rest of the galaxy behind the Perseus Veil. As punishment for creating the geth, the Citadel Council closes the quarian embassy on the Citadel.
**1921 CE** - The geth begin construction of a mega-structure designed to house and simultaneously run every geth program in existence. Completion of the mega-structure, which would allow the geth to maximize their collective processing capacity, is the long-term goal of geth civilization.
**1961 CE** - April 12: Yuri Gagarin aboard the Vostok 1 becomes the first human to travel in space. Humanity becomes a spacefaring race.
**1969 CE July 20** - Apollo 11 lands on Luna. Neil Armstrong becomes the first human to walk on Luna, and the first human to walk on an astronomical object other than Earth.

**1980 CE** - Aria T'Loak assumes control of Omega after defeating the space station's previous warlord in single combat. She mockingly bestows the title "Patriarch" on the broken krogan, and uses him as a reminder to her enemies of her power.
**2000 CE** - The drell make first contact with the hanar around this time. With their homeworld Rakhana severely depleted and no spaceflight capability, the drell were poised for a massive population crash by 2025 CE. Agreeing to help, the hanar mount a large-scale rescue operation and evacuate approximately 375,000 drell to their own homeworld, Kahje, over the following decade. The remaining 11 billion drell on Rakhana gradually perish, warring over the last reserves of food and water.
**2069 CE July 20** - Armstrong Outpost at Shackleton Crater is formally founded as the first human settlement on Luna, on the 100th anniversary of the first lunar landing.
**2070 CE** - Billionaire Victor Manswell, frustrated with the pace of official human space exploration, begins funding his own private spaceflight expedition.
**2075 CE** - The Manswell Expedition successfully launches from Earth en route to the Alpha Centauri system with 300 colonists aboard in cryogenic stasis. Communications with the vessel are lost soon after.
**2077 CE** - Liara T'Soni is born.
**2103 CE** - The European Space Agency's Lowell City in Eos Chasma becomes the first permanent human settlement on Mars.
**2125 CE** - The yahg, an intelligent pre-spaceflight race, are discovered on the planet Parnack. Ambassadors representing the Citadel Council arrive on the planet and attempt to open diplomatic contact. After the ambassadors are killed by the predatory yahg, the Council ceases all contact with the yahg and declares Parnack off-limits.
Not long after the yahg are discovered, one yahg is captured for the Shadow Broker to study. With the Broker's assistance, the yahg rapidly ascends within the Broker's organization as "Operative Kechlu". Eventually, the Broker becomes wary of "Operative Kechlu" and attempts to have him terminated, but the order is sent too late. The yahg assumes the mantle of the Shadow Broker and directs the organization for the next sixty years.

**2134 CE** - Steven Hackett is born.
**2137 CE** - David Anderson is born. The Eldfell-Ashland Energy Corporation demonstrates helium-3 fuel extraction from the atmosphere of Saturn.
**2139 CE** - Saren Arterius is born. Kahlee Sanders is born.
**2143 CE** - Construction of Gagarin Station (Jump Zero) begins beyond the orbit of Pluto.
**2146 CE** - Thane Krios is born.
**2147 CE** - Trace amounts of element zero are discovered on Mars.
**2148 CE: Humanity Discovers Mass Effect Physics** - Humanity discovers a small cache of highly advanced Prothean technology hidden deep beneath the surface of Mars on the south polar region of Promethei Planum. Building on the remnants of this long extinct race, humans quickly explore the science of mass effect fields, leading to the development of faster than light travel and beginning detailed exploration of the Sol system.
**2149 CE** - Following information from the translated data cache on Mars, humans discover that Charon, Pluto's moon, is actually a massive piece of dormant Prothean technology, a mass relay, encased in ice. Once activated, Jon Grissom leads the first team of explorers through the relay, which instantaneously transports them to another relay in Arcturus, 36 light-years away. The explorers discover that the mass relays are part of a vast network, making travel across the galaxy possible.
The Systems Alliance charter is signed by the eighteen largest nations on Earth. The Alliance soon becomes the military and exploratory spearhead of humanity.

**2150 CE** - Miranda Lawson is born. The Systems Alliance begins the first surveys for colonization prospects outside the Sol System. One of these surveys discovers the planet Terra Nova.
**2151 CE** - To defend its expanding territory, humanity begins constructing a massive military fleet and space station at Arcturus, the nexus of several key mass relays, even though they have yet to encounter another intelligent spacefaring race.
An accident at Singapore International Spaceport exposes hundreds of humans to dust-form element zero. Roughly 30% of the children born in Singapore after element zero exposure suffer from cancerous growths. After his mother is exposed during the accident, Kaidan Alenko is born later that year with biotic potential.
**2152 CE** - The Delta Pavonis Foundation, a major consortium based on Earth, begins settlement of humanity's first extra-solar colony world, the planet Demeter. Later that year, additional colonies are founded on Eden Prime and Terra Nova.
Thane Krios is submitted for training as an assassin under the hanar.
**2154 CE April 11**- Shepard is born. There is a second publicized accident involving the exposure of humans to element zero.
**2155 CE** - Saren Arterius is promoted to active service in the turian military at the age of 16.
The Systems Alliance occupies completed portions of Arcturus Station, intended to become the Alliance's headquarters.
Jeff "Joker" Moreau is born.

**2156 CE** - Arcturus Station is formally inaugurated. A small number of human children exposed to element zero exhibit minor telekinetic abilities.
**2157 CE** - Pluto's orbit becomes circularized as a result of mass relay operations. Jacob Taylor is born. David Anderson graduates from Officer Candidate School with the rank of Second Lieutenant.

## Council Era - Advent of Humanity (2157 CE - 2186 CE)

**2157 CE: The First Contact War** - Humanity makes violent first contact with another spacefaring race: the turians. The turians observe human explorers attempting to activate a dormant mass relay, a practice forbidden by galactic law after the Rachni Wars, and attack. Over the next three months, a brief but tense conflict known by humans as the First Contact War and by turians as the Relay 314 Incident ensues.
Admiral Jon Grissom travels to Arcturus Station to congratulate graduates of the Systems Alliance's N7 training program and meets David Anderson. Grissom announces that an unknown alien force has attacked an Alliance post at the colony of Shanxi.
The First Contact War culminates in the turian siege and occupation of Shanxi, the first human world to fall to an alien race. Admiral Kastanie Drescher leads the Second Fleet in battle against Shanxi's occupiers one month later, catching the turians by surprise and evicting them from the planet. The turians prepare for a full-scale war against humanity, but this draws the attention of the Citadel Council. The Council intervenes before hostilities escalate further, revealing the existence of the greater galactic community to humanity and brokering a peace between them and the turians.
While aiding the human resistance effort on turian-occupied Shanxi, mercenary Jack Harper becomes embroiled in a plot by turian general Desolas Arterius to use an ancient alien artifact, the Arca Monolith, to convert the turian race into an army of invincible "meta-turians". Harper convinces Desolas' brother Saren of the dangers of the Monolith, which is "devolving" the turians into mindless beings under the Monolith's control. To protect his people, Saren orders the destruction of the building holding the Monolith, Temple Palaven, with Desolas and the meta-turians inside. Later, having realized that humanity and the galaxy face dark times ahead, Harper founds the human-survivalist organization Cerberus, publishes its manifesto, and assumes the identity of the Illusive Man. An anonymous extranet manifesto is published following the end of the First Contact War. The manifesto calls for an army, a

"Cerberus", to be established to defend humanity against inevitable alien attacks. Derided as "survivalist rhetoric written by an illusive man", the manifesto is quickly forgotten by the media.
**2158 CE** - Humans learn the potential of biotics. An international effort to track element zero exposures begins. Roughly 10% of recorded exposed children show indications of biotic ability.
**2158 CE April 14** - Ashley Williams is born.
**2159 CE** - Saren Arterius becomes the youngest turian to be inducted into the Spectres. The Systems Alliance purchases Gagarin Station for a fraction of its construction cost, and converts the facility into a biotic research and training facility.
**2160 CE** - The Systems Alliance Parliament is formed.
With the existence of human biotics firmly established, the Biotic Acclimation and Temperance Training (BAaT) program is set up on Gagarin Station to train potential candidates and develop biotic implants. The biotic drug red sand is first used. The Blue Suns mercenary group is founded by Zaeed Massani and Vido Santiago in the Skyllian Verge. Kasumi Goto is born.

**2161 CE** - Amid concerns over gene therapy and genetic modifications being misused, the Systems Alliance Parliament passes the Sudham-Wolcott Genetic Heritage Act. It imposes sharp restrictions on controversial uses of genetic engineering, but provides government subsidies for beneficial applications. Tali'Zorah nar Rayya is born. Jack is born.
**2162 CE** - Construction of Arcturus Station is completed. A survey team working for batarian entrepreneur Edan Had'dah discovers a mysterious artifact orbiting an unnamed planet near the Perseus Veil.
**2163 CE** - The Alliance secretly begins illegal AI research at a base on Sidon with Dr. Shu Qian as project leader. Lt. Kahlee Sanders is assigned as a tech analyst. The first experimental L1 biotic implants are used in humans. A series of starship drive failures are orchestrated over populated areas on human colony worlds, causing widespread exposures to element zero. This results in a second generation of humans born with biotic potential. The Leviathan of Dis, a genetically-engineered living starship believed to be nearly a billion years old, is discovered by a batarian survey team on the planet Jartar. The Leviathan disappears under dubious circumstances after a batarian dreadnought passes through the Dis system.
**2164 CE** - Ivor Johnstagg is sentenced to 21 years in prison for attempting to assassinate Venta Tox, the volus ambassador to the Citadel. Although Johnstagg claims to be acting on behalf of the radical human political party Eternal Earth, no connection is found and Johnstagg is diagnosed with paranoid schizophrenia. Backlash from the assassination attempt jeopardizes the Systems Alliance's bid for an embassy on the Citadel.
**2165 CE** - Humanity continues to expand, founding more colonies and establishing trade alliances with many of the other species who recognize the authority of the Citadel Council. In 2165 CE, the Council makes official recognition of humanity's growing power and influence in the galactic community. Humanity is granted an embassy on the Citadel, the political and economic heart of the galaxy. Tensions grow between humans and batarians as they compete for territory in the Skyllian Verge.
After an Alliance research station at Sidon is attacked, David Anderson searches for those responsible alongside Kahlee Sanders, and discovers an Alliance scientist, Dr. Shu Qian, was conducting illegal AI research to unlock the secrets behind a mysterious artifact discovered near the Perseus Veil. Eventually, Anderson is assigned to work with Saren Arterius to track down Dr. Qian and his batarian supporter, Edan Had'dah. However, Saren instead kills both Dr. Qian and Had'dah, blames Anderson for the mission's failure, and uses Dr. Qian's research to search for the artifact himself.
Terrorists steal antimatter from the Alliance cruiser SSV Geneva. The sole figure arrested names his sponsor "Cerberus". This is the first such incident of sabotage connected to the Cerberus organization.
After a disagreement between Vido Santiago and Zaeed Massani over hiring batarians into the Blue Suns, Vido betrays Zaeed and leaves him for dead. All records of Zaeed's involvement in the Blue Suns are erased.

Jack is abducted by Cerberus agents on Eden Prime. They fake her death and take her to the Teltin Facility on Pragia as part of a project intended to improve biotic potential in humans.
**2166 CE** - Commander Vyrnnus, a turian mercenary, is hired to oversee the training of human biotics at BAaT.
**2167 CE** - L2 biotic implants are first developed and used in humans. Kaidan Alenko is among the first to receive the new implants.
The magazine Fornax is launched.
**2168 CE** - Kaidan Alenko accidentally kills Commander Vyrnnus after being provoked. The diplomatic fallout with the turians results in BAaT being shut down a year later.
Shepard receives secondary exposure to element zero. Permanent biotic inclination manifests.
**2170 CE** - The human colony of Mindoir is attacked by batarian slavers. Many colonists are killed or captured.
Another human colony, Yandoa, suffers catastrophic dust-form element zero exposure to its atmosphere when an Eldfell-Ashland Energy ship explodes in orbit. Many children suffer birth defects; thirty-seven biotic children are born, including Gillian Grayson.
Biotic training for humans is outsourced to the military, selected R&D companies, and renamed divisions of the defunct Conatix Industries. L3 biotic implants are developed after L2 implants prove to be dangerous. The first A-61 Mantis Gunships are produced.
**2171 CE** - In protest at the refusal of the Citadel Council to limit human expansion in the Skyllian Verge, the batarians close their embassy, withdraw into their home systems, and effectively become a rogue state. Shepard is officially detected as a biotic and fitted with L3 implants. Cerberus assassinates Pope Clement XVI on Earth via rosary beads coated with toxic substances; his death is attributed to age and heart failure. His successor, Pope Leo XIV, espouses beliefs more in-line with Cerberus' ideals.
**2172 CE April 11**- Shepard enlists in the Alliance military.
On Gagarin Station, "Eliza" becomes the first sapient AI created in the Systems Alliance.
**2173 CE** - A fly-by over the world of Armeni discovers odd surface protrusions. Upon closer inspection, they are identified as elaborate crypts made by the zeioph, an extinct spacefaring race. Various human universities seek to perform excavation, but Council laws that hold burial sites as sacrosanct prevent this. An ongoing debate over the issue ensues. Terra Firma is involved in a Nashan Stellar Dynamics kickbacks scandal, forcing Inez Simmons, the current party leader, to resign. Charles Saracino becomes the new party leader after his opponent, Claude Menneau, is assassinated by Cerberus operatives while en route to Shanxi. Publicly, Menneau's disappearance is never explained.
Kaidan Alenko enlists in the Alliance military.
**2174 CE** - Ashley Williams enlists in the Alliance military.
**2175 CE** - On a survey mission to 2175 Aeia, an important colonization prospect for the Systems Alliance, the MSV Hugo Gernsback disappears and is presumed destroyed.
Cerberus covertly contacts Michael Moser Lang, a political dissident on Earth, and provides him with funding to purchase weapons. Cerberus continues to monitor him after contact ends. One year later, Lang assassinates United North American States president Enrique Aguilar and Chinese People's Federation premier Ying Xiong. The resulting political shuffle benefits Cerberus' shell companies and plans for the Systems Alliance Parliament.
**2176 CE** - Batarian-funded pirates and criminals launch a surprise attack, later known as the Skyllian Blitz, on the human colony of Elysium. The assault is repulsed by the Alliance Navy and ground teams.
The Jon Grissom Academy is commissioned over Elysium, and becomes home to the Alliance's new biotic training program, the Ascension Project. The Anhur Rebellions, a civil war waged over the practice of slavery, begin on the human and batarian colony world of Anhur and spread throughout the Amun system. Abolitionism supporters hire the Eclipse mercenary group to fight the batarian pro-slavery Na'hesit faction.

Miners at the T-GES Mineral Works facility on Mahavid uncover a Leviathan artifact. The miners are enthralled by the Leviathans for the next ten years and are used to carry out numerous experiments.
**2177 CE** - During a recon mission to find a missing colonial pioneer team on Akuze, a unit of fifty Alliance marines is wiped out by thresher maws.
**2178 CE** - In retaliation for the Skyllian Blitz, the Alliance launches a major offensive against the moon of Torfan and destroys the criminal bases there, mostly populated by batarians. The threat against human colonies from batarian extremists is curtailed.
The Alliance tracks several pirate FTL exit vectors over a period of six months using covert monitoring devices planted on Theshaca's moons, leading the Alliance Navy to eight major pirate anchorages. Since the "Theshaca Raids", no ships from the Terminus Systems have entered the Hong system.
The Anhur Rebellions end with the abolitionist forces in power, and the reconstruction of Anhur commences.
**2182 CE** - Admiral Kahoku of the Systems Alliance begins investigating suspected Cerberus activities.
**2183 CE** - Humans and turians collaborate on an engineering project co-sponsored by the Citadel Council: an experimental frigate with a prototype stealth system, the SSV Normandy. David Anderson is given command of the ship, and Commander Shepard is assigned as executive officer.
**2183 CE The Eden Prime War** - The human colony of Eden Prime is attacked by the geth, initiating a wider conflict between humans and geth known as the Eden Prime War. After exposing the involvement of rogue Spectre Saren Arterius in the attack, Commander Shepard and the crew of the SSV Normandy pursue Saren in his search for the Conduit, later revealed to be part of a larger plan orchestrated by the Reaper Sovereign to return its kind to the galaxy. While Shepard follows Saren through the legendary Mu Relay to the Conduit, Sovereign and a geth fleet assault the Citadel. Shepard defeats Saren and the Alliance Navy destroys Sovereign, preventing the release of the Reapers. The Citadel Council is irrevocably changed by Shepard's decisions.
Aria T'Loak interrupts a meeting between Blue Suns mercenaries and the Collectors on Omega, and learns that the Collectors have a dangerous interest in humanity.
One month after the Battle of the Citadel, the SSV Normandy is attacked and destroyed by an unidentified assailant, resulting in the death of Commander Shepard. Later, the Systems Alliance officially declares Shepard "killed in action".
Commander Shepard's body is recovered by Blue Suns mercenaries for the Shadow Broker, who has been hired by the Collectors. Cerberus eventually obtains the body with the help of Liara T'Soni and begins work on the Lazarus Project.
L4 biotic implants are developed.
Two months after the Battle of the Citadel, galactic society is still in flux over the changes to the Council and kept unaware of the true nature of Sovereign, the Citadel, and the mass relays. Cerberus pushes ahead with plans for both the Ascension Project and the quarian Migrant Fleet, but is foiled by the actions of Kahlee Sanders and Paul Grayson. After an attack by Cerberus forces, the Migrant Fleet changes its conservative policy, sending ships away from the Flotilla to look for new homeworlds or possibly a dormant Reaper.
Jacob Taylor and Miranda Lawson prevent an assassination attempt on the Citadel Council by batarian terrorists.
The Systems Alliance dispatches several special forces units to aid the colony of Fehl Prime, which is under attack by Blood Pack forces. Most units are shot down before landing, but Delta Squad survives and defeats the Blood Pack. The Alliance assigns Delta Squad to guard the colony.
**2184 CE** - The Eden Prime War comes to a close. Although most geth forces in Citadel space were destroyed in the Battle of the Citadel, holdouts yet remain. The Alliance Navy reduces its patrols, relying instead on civilian ships to report any geth activity. Raids are carried out against identified geth outposts, but the conflict is essentially over.

The raloi of the planet Turvess launch their first space telescope and discover the asari cruiser Avedes in their system. The asari make first contact with the raloi, who are formally welcomed into the galactic community the following year.
The biological weapon EHE, or "exotic humanoid encephalopathy", is used by the human terrorist organization Totenkopf in an attack on Gagarin Station. The Alliance cruiser SSV Manila is deployed to monitor the asteroid Israfil, the supposed origin of the miroorganisms used to produce EHE.
The freighter MSV Estevanico is attacked by Blood Pack mercenaries and crashes into the planet Zanethu. The Alliance crew on board were among the first humans to encounter the vorcha race.
L5 biotic implants are developed.
**2185 CE** - Fehl Prime is attacked by the Collectors after a Cerberus agent hoping to discover their intentions signals them. Most of Delta Squad is lost during the battle for the colony, but they succeed in disabling the Collector ship. Delta Squad member James Vega chooses to rescue the asari Treeya, who possessed vital intel on the Collectors, leaving the colonists to die aboard the Collector ship when it crashes on the planet's surface.
Commander Shepard is revived and tasked by the Illusive Man to investigate the mysterious disappearances of entire human colonies in the Terminus Systems. Investigation of the attacked colony of Freedom's Progress reveals the enigmatic Collectors from beyond the Omega 4 Relay to be responsible for the disappearances. After assembling a capable team, Commander Shepard uses a captured Reaper IFF to safely traverse the relay and infiltrate the Collector base. Shepard succeeds in eliminating the Collector threat, saving humanity throughout the galaxy from certain destruction.
**2185 CE February 10** - A dangerously close flyby of the comet CR1331 Kingu devastates the hanar colony of Belan.
**2185 CE March 28** - A coalition of the corporations Binary Helix, Sonax Industries, and Guanghui Solutions invades the krogan and vorcha-populated world of Garvug.
**2185 CE April 28** - The Vallum Blast annihilates much of the capital city of the turian colony of Taetrus. In retaliation, Taetrian colonial and Turian Hierarchy troops declare war on the separatist group responsible for the attack.
**2185 CE August 11** - The Citadel Council makes first contact with a race of virtual aliens who offer advanced technology in exchange for help maintaining the supercomputers that run their civilization.
Following a lead provided by Cerberus, Commander Shepard helps Liara T'Soni locate the Shadow Broker's concealed base on the planet Hagalaz. The Shadow Broker, exposed as a yahg, is killed. Liara takes control of the Broker's organization, intending to use the Broker's vast information network to aid Shepard's fight against the Reapers.
**2185 CE December 7** - Biologists discover the kirik, an insect-like species with biotic capabilities, on the arid world of Ekram. After the kirik exhibit signs of intelligence, experts and officials debate whether or not the kirik should be uplifted.
**2186 CE January 12** - An asari exploration team discovers a lost human colony in the Alpha Centauri system. The Systems Alliance links the colony to the forgotten Manswell Expedition of 2070 and establishes contact with the colonists.
Systems Alliance hero Jon Grissom dies. Hundreds of dignitaries attend Grissom's funeral and a memorial plaque dedicated to him is placed in the Jon Grissom Academy. After three years on the run, Paul Grayson is captured by Cerberus and implanted with Reaper technology. Kahlee Sanders and David Anderson attempt to rescue Grayson by persuading the Turian Hierarchy to raid several vital Cerberus installations, but are unaware Grayson's body is now under Reaper control. Once free, the Reapers learn of the Ascension Project and use Grayson to single-handedly attack Grissom Academy, where he is finally killed by Anderson and Cerberus assassin Kai Leng. In the aftermath, Anderson and Sanders decide to study Grayson's body to discover how to combat the Reapers.

Tasked by Admiral Hackett, Commander Shepard covertly infiltrates a batarian prison on Aratoht and rescues Dr. Amanda Kenson. Shepard learns from Kenson that the Reapers are en route to the Bahak system's mass relay, the Alpha Relay, from which they can invade the galaxy. Shepard uses "the Project" to destroy the relay. The entire Bahak system and its thousands of batarian inhabitants are obliterated, but the Reaper invasion is delayed.
Councilor Udina asks Captain Bailey to investigate Executor Pallin, claiming that C-Sec has been compromised and is working against the Citadel Council. The investigation results in Pallin's death and Bailey's promotion to the rank of Commander, but Bailey is left with reservations about Pallin's guilt.
Gillian Grayson seeks revenge against Cerberus and the Illusive Man for the death of her father. With the help of a faction of biotic supremacists, she captures Cerberus assassin Kai Leng to lure the Illusive Man out of hiding by holding Leng for ransom. Her plan fails, however, and Leng kills her and escapes.
Admiral Anderson travels to Omega to recruit Alliance marine James Vega to guard Commander Shepard as the Commander is taken to trial for the destruction of the Bahak system.
Aria T'Loak defends Omega from Adjutants unleashed by Cerberus. The Adjutants distract Aria from Cerberus's true plan: to conquer Omega and maintain exclusive access to the Omega 4 Relay. Aria realizes this and unites the disparate gangs and mercenaries of the station to repel the Cerberus invaders, but is outsmarted by Cerberus's General Oleg Petrovsky. When he threatens to destroy Omega, Aria accepts exile and Cerberus takes control of the station.

### 2186 Earth Invasion

Six months after the destruction of the Alpha Relay, the Reapers invade the galaxy through batarian space and attack Earth. Commander Shepard escapes and discovers a Prothean super weapon design on Mars that could end the Reapers' threat once and for all. To build this weapon and take back Earth, Commander Shepard and allies embark on a journey to unite the various races in the midst of a galaxy-wide war. During the final confrontation with the Reapers over Earth, the Commander makes a decision that changes the galaxy forever.

## MORE TO COME

Name _____

Species _____ Age ____ Weight ____ Height ____

Description _____

Character Points _____ Character Points Total _____

Medals _____ Paragon Points _____ Renegade Points _____

**Talents**

OMNI-TOOL _____ TTB ____ KBB ____

TSB _____ OMNI-GEL ____ MEDI-GEL ____

- ☐ **Civilian:** Flashlight, camera, video, audio and holographic communication (up to 50 km), video games
- ☐ **Commercial:** Simple repair tools, programming and hacking, converting items into omni-gel, manufacturing objects in real time
- ☐ **Military:** Multi spectral scanner, tech talents, upgrading items, melee weapon, audio and holographic communication (up to 200 km)

ARMOR _____ PENALTIES _____ DR ____ KB ____

MOD SLOTS ____ MODS _____

| | |
|---|---|
| MOVE | |
| RANGED DV | |
| MELEE DV | |
| BRAWLING DV | |
| STARSHIP DV | |
| VEHICLE DV | |
| MELEE DAMAGE | |
| DAMAGE RES | |
| INITIATIVE | |

**HITPOINTS**

| TOTAL | LIGHTLY WOUNDED -3 | WOUNDED -9 | SEVERELY WOUNDED -15 | ALMOST DEAD |
|---|---|---|---|---|
| ⬡ | ⬡ ⬡ | ⬡ ⬡ | ⬡ ⬡ | ⬡ |

| Weapon | Damage | Range | Mods |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |

| Heavy Weapon | Range | Damage | Clip | Ammo | Blast | Special |
|---|---|---|---|---|---|---|
| | | | | | | |

**Dexterity**

**Perception**

**Strength**

**Technical**

**Knowledge**

**Mechanical**

**Cyber Implants/Unique Abilities**

**Upgrade Points**

**Credits**

**Biotic**

**Biotic Amp Model**

BAB _____

CB _____

DB _____

## OGL

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